**Summary: MyGamePlan Internship**

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# The initiation:

The internship started with an introductory phase. The first week of the internship saw a visit to the company premises in Leuven at the KBC office. That is where an introduction took place not only with the company and its rules for all personnel but also an introduction to the team itself and other things.

The application was then fully introduced from the business standpoint: a way for the football industry to carry out tasks that were previously slower and done in old-fashioned ways in a much faster, automated way. This application would allow football teams as well to track player data and let the coaches communicate with their team in order to help improve the performance of the team for the next game. The interesting part is that the team could also look at the data of other teams and make strategies in anticipation of their game against the specific team.

After this the technical aspect was introduced by the tech lead. This included an overview of the code of the app and discussions regarding competences in order to gauge what part of the app the intern was best fit to work on. In the end the decision was made to mainly focus on contributions in the front end where the React and TypeScript application was. The monitoring of development was done via the company’s versioning tool of choice, Git. This would work in conjunction with their respective GitHub repositories (the application’s parts were split into separate repositories).

For a period of about 2 weeks, courses were followed on the Udemy account the company provided credentials for to its interns. This included React, TypeScript, React Native and Node.js.

It didn’t take long for the company to decide that it was better to learn by doing. That’s where the learning by watching course lectures stopped and the real work started.

# Nose to the grindstone:

Afterwards a pattern that lasted for the whole internship would follow. This meant being assigned tickets for features and coding them into the app. It’s important to mention that for every feature that was developed, feedback would follow which had to be cleared up by fixing the code and then committing it again to the feature-specific branch which would be merged into the repository upon resolving the feedback. The dev team would also have standup meetings in each working morning, along with sprint plannings and retrospectives. Other meetings were destined for the whole team including its founders and business consultants to see where the company stood in its mission within the football industry.