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| Common Questions | Project 1:  Faith Mountain Game  (Awarded Best Feature [1/3 awards] ) | Project 2:  Home Energy Alexa | Project 3:  C based operating system. |
| Challenges faced | * Had to use monogame engine strictly, instead of using Unity or other game development packages that were compatible since it would have mitigated most of the challenges we faced. * Incorporating elegant design patterns such as builder, controller facade, MVC, decorators, memento, singleton * Designing a game while also learning new ways to solve common coding problems |  |  |
| Mistakes / Failures | * At first tried to develop with many different classes and inheritance trees that all were stemming from the same concept. Solved by reviewing class structure and refactoring into a more cohesive inheritance tree. * Not sticking to a naming convention ended up being a problem as the code base got bigger not everything was named as the coder would expect |  |  |
| Enjoyed | * Taking on a team project where we were actively learning and creating an application that was functional and extendable. Meaning everyone had tasks and could collaborate in a learning environment where each person’s individual strengths helped the team develop a stronger understanding of the concepts we were using to develop. * Developing a project using strong coding practices * Developing a game and playing it along the way |  |  |
| Leadership Taken | * Group Leader of 5 * Planned effective group meetings with talking points and active live peer coding. * Structured full MVC system in UML * Actively checked in on group members and assisted in places that would speed up overall project progress. |  |  |
| Conflicts | * Team member was not participating. Reached out to teacher, and gave team member small tasks that would have to be completed for him when they were not done * Different github experience led to assumptions and a messed-up repository |  |  |
| What I would change | * More development cycles but since it was for a class project waterfall development was needed * Started the project with set coding qualities and style |  |  |