This project was a scathing failure. We only met half the requirements, and the rest was a barely functioning kudzu of code. This isn't something most people would include in a portfolio, but analysing this hot mess has taught me much more than any one lecture in my college career.

There are a lot of things to blame. Most of it is me.

First off: Version Control. We used Google Drive to share code, and this project more than anything has convinced me to abandon the platform. We had (I estimate) 5 copies of the site in play at any one time, offline and online. Keeping the "current" version with all improvement was a nightmare, full stop.

Next: Project management is a full-time job. You need to follow up daily, so that everyone knows what they're doing, what the sprint plan is, who's in charge of what etc. This was my job, and I suffered the consequences of ignoring it. Regular communication is the most important step.

Finally: Setting proper goals. I didn't even think to do it until 3 weeks after the due date. If I had said "I will do x task by Friday," and then followed through with it, this project would have gone perfectly.

I suppose this was the best time to make these mistakes. School is for learning, after all.

This artifact shows: Learning Goals, Introspection.