

Personal Log – Carlos Manuel Vélez

I was the last member of the team to be recruited. Lucy was the one who made the wire-frames and mock-ups. The first day we got together, my teammates made great advances. During this time I felt that I wasn't contributing enough. The next days I could only make a responsive grid, due to problems I had with my internet.

We didn't work much during the week, it wasn't until we got together on Saturday and by the I felt that I added a sufficient amount. The problem was more due to the fact that I didn't work much on the design and colors, so I felt that my contributions were lacking.

Even now I feel that my work is still lacking on the design part. My main contributions were the index page, the auction template, and several revisions for better accessibility on mobile. The index page has on first look a main grid, and the cells are different sizes from each other, which is something that doesn't look as pleasant on the eye.

My teammate meanwhile had, what seems to me, a better time. Eduardo made several templates that were very pleasant, he also found the info and pictures based on our choices. Those actions sped up the development time greatly, which was great by his part.

Lucy didn't make many pages, but what she did was make sure the design stayed consistent, the colors staying the same. At the same time she was the one who made many of the most important decisions regarding the front-end design.

So, I feel that I didn't make as many contributions as I should have, but my team was great. If they didn't have many problems with me I'd love to work with them again.