**Documentation**

**SWE MonsterTradingCards**

You will find the link to github and the link to the video in the “README”-File.

**Time spent with the project**

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| --- | --- | --- |
| **Date** | **Modifications** | **Effort** |
| 17.11.2020 | *Rest-Server* (due to not finishing on time with the first submission) | ~5-6 hours |
| 26.12.2020 | *Classes/Methods design* | ~3 hours |
| 29.12.2020 | *Game mechanics - Users* | ~3 hours |
| 06.01.2021 | *Game mechanics - Battle* | ~7 hours |
| 08.01.2021 | *Testing* | ~5 hours |
| 09.01.2021 | *Documentation* | ~2 hours |
| 10.01.2021 | *Submission*(Checking on last details) | ~3 hours |

**Lessons Learned/Problems**

For me personally the most important thing that I have learned is that I need to manage/structure my working time better, this means to be more productive in a single day, spent the amount of work on a day and not splitting up the work time in different days. Another important thing to mention as you can see in “Time spent with the project” table, is to finish my work earlier than the submission date, do avoid unnecessary stress.

Both programming languages Java and C# were new to me, I didn’t have had any experience working with them. Maybe the most important thing is that I learned a new programming language(C#) from scratch. This semester I stumbled a lot of new features in software engineering that I didn’t knew before, for example: the testing design (Unit Tests, Integration Tests) or working with a database/JSON Files so I had to spent more time understanding the usage/working principle compared to my colleagues with experience. It is really hard to say its working 100% because there is no frontend application so we can properly see whats going on, that’s why the tests were harder to implement.

In the end there were some features that I didn’t understand how they should work so I ended up not implementing them.