**Elizar Garcia**

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**Peer Review**

For this project I had the pleasure of working with Mr. Manuel Leyva. Dude is really nice and a team player by all means. We had a slow start trying to learn how to use Figma. We both were watching YouTube videos on how to use it and would show each other what we learned if the other one got stuck. The communication between us flowed pretty well, it helps that he is an easy dude to talk to and that we worked on a project together already. I helped him with some of the code when he needed it and he helped me with the layout of things. He suggested using cards for our pictures and links. He was honestly very helpful, I feel like our coding knowledge is around the same level. It really helped because if we both didn't know something, we would put our heads together to figure it out. There was an instance or two where he would focus way too much on one thing and he wouldn't get anywhere with it. The only reason it was a problem was because we needed our prototype to be approved so we could start coding. I wasn't too stressed about it because I knew he would pull through in time. He did eventually move on from the problem because he realized it was taking too much time. I would work with him again, I feel like we really complimented each other. He is patient and understanding as well. I messed up on a merge and took out some of his code and it didn't seem to phase him at all. He just said it was okay and there was nothing to worry about. He also checks in on updates, which is pretty cool, like he wants to confirm that changes he made and things he added are okay. It was really helpful and helped the project flow. We were having problems with the merge at first but once we talked about it and zero’d in on it we had it down like clock work. He was open to feedback and took things into account, really understanding and showed what teamwork should look like. I would rate him as a partner a 10/10.

Working on figma was confusing and frustrating. I didn't really know how to use it, so I looked stuff up on Youtube. It was hard to find a good video that covered everything. I learned in bits and pieces. I just didnt get how the layout was supposed to be for the project. I did some investigating to fill in some of the blanks. Eventually things clicked and started to make sense enough to do my project. I don't know, I feel like with more exposure to it and maybe some lectures on it, it'll become easier and making prototypes wouldn't be as frustrating. I didn't know to add some of the add ons the add on at all so i kinda gave up on it but luckily Manuel knew how to do it and added it to our figma.