Essay

On collaboration and communication:
Well, for communication we used Discord. And for task progress, tracking, assignment - Jira. We often just met up during lecture breaks - quick chatted about what we were doing, maybe showed some of the progress for each other. I at least tried to do 1-2 pages of front-end every week. Maybe next time I would suggest for everyone to follow that each week we have to do something. Some colleagues pushed features every two or three weeks. This sometimes got me worried.

We had some miscommunication problems in the last stages of system development (when we were linking up the backend with the frontend). Accidentally, some functionalities were being done simultaneously by two people. Ups.. To not do it again, we would mention it in discord, what we were doing, and note when we have fully done a task. For most of the project Jira saved us from these kinds of situations, in the end, we no longer cared about Jira because the deadline was already banging on the door. So in conclusion - distribute time better, so that the deadline wouldn't be over our heads and we would still update Jira no matter if it feels like time wasting (the situation I told, could've been easily avoided and in the end wanted even more time, then if we would've updated Jira).

There weren't any big disagreements. We discussed things, who had better arguments - won.

On technical process:
2 people - front, 3 people - back. Last days (linking back and front) it was free for all, whenever you saw something that needed fixes/changes, you would do it, no matter what you were assigned earlier to do (front or back). Again, next time I would try to push my colleagues and myself to not do the linking up of frontend and backend the last few days before deadline. This lead to a bit of a chaotic environment..

With the dividing of the work we chose what we were most comfortable in. Maybe it's always nice to learn something new, and go out of your comfort zone, but we needed predictable results and efficiency.

We had 2 branches - Frontend and Backend. Merged them with main when most of the work was done already. Other colleagues would quick check and then approve the pull request. What worked was - manual testing before pushing. Everyone felt responsible for their own code, and if you messed something up - you needed to fix it. There were no major issues.

I can't really say that there was some sort of super challenging technical problem for our team. We had lots of small ones that with great teamwork we fixed efficiently. Maybe just that one colleague's computer completely broke, but he fixed it quite quickly and was working on the project further in no time.

On individual contribution:
I was in charge of Frontend. I set up the base/styles. The theme/feel of the application, I'd say. Did at least half the pages, including popups and logic and so on. Also sometimes made tiny adjustments for my other fronted buddy's work. My front-end buddy did his part really professionally too. Also in later stages was linking up front and back, but everyone was doing it.

Well, I remember that you really liked our frontend, it was clean, simple and quite good looking.. How the system looks, I recon, is really important. Ours looked great, so I think I contributed to that dearly. :)

I did my first ever pull request. That was a bit scary :D… And always was afraid in the later stages to ruin something. So I was extra careful and manually tested everything before and after pushing.

I managed my work and looked at my other teammates' work. Yes, sometimes I made tiny adjustments but most of the work had already been done. These fixes didn't take much time and were minor so I didn't really need to address my teammate. If they had been bigger, yes, I would've also said something to my colleague.

On learning and growth:
I learned that I need to trust my colleagues more. I started doing my part right from the start and was beginning to doubt my front-end buddy if he would manage to do his part in time (he started a bit later). He worked in his own time and in the end everything turned out great. So I learned that everyone is working at their own pace and you just need to focus on your part.

Maybe I would change that instead of always working online we would sometimes organize live meetups. To bring up the spirit and motivation. Sitting in discord for an entire day sometimes was quite depressing. If we planned a full day of work, we could've easily met up in the faculty. But again this sounds good in theory, but hard to accomplish in practice…

Working together, at least me, I formed a bond with my team members. So as to go and celebrate together when we have defended the project. I would love to work with them again. I think we would create even more great things if this was my team not only in university but in real work too. :D
So, ye, I'm really proud of our team's results and how we worked together.