**1.Introduction**

This report reflects my journey through the design and development of a mobile application for the Namibia Hockey Union (NHU), carried out in a collaborative group setting. The experience went far beyond technical implementation - it was an eye-opening process that challenged my creativity, teamwork, and

problem-solving skills. This report is a combination of what we built as a team, what I personally contributed, and the important lessons I learned along the way.

**2.Project overview**

In this task, students are expected to develop a mobile application for the Namibia Hockey Union (https://namibiahockey.org) in groups of four(4) or five (5) students. The minimum functional requirements of the application are, but not limited to, the following:

* team registration;
* event entries;
* player registration & management; • real-time information sharing.

**3.My Learning Goals**

In this project, I wanted to improve my technical knowledge of mobile development, especially using modern tools like Flutter and Firebase and especially android studio. I also hoped to learn more about working within a team, managing deadlines, and communicating effectively with group members. I wanted to see if I could make real-world needs into a digital solution that people could use.

**4.Technologies and Tools I Learned**

This was my first time using Flutter and Dart, and I discovered that I actually enjoy working with both. Firebase was a bit intimidating at first - especially setting up the real time information sharing part - but once I understood how it all fit together, I started to appreciate its power and flexibility. I also learned to use Figma for UI/UX design and Trello for tracking our group's progress. These tools helped me realize how important planning and design are in building something that works.

**5.My Contributions to the App**

I was mainly responsible for developing the team and player registration features. I implemented the player profile form, connected it to Firebase, and made sure the data could be edited and stored securely. I also worked on integrating real-time event notifications. It felt amazing to see my code working and being used as part of a larger system. I also participated in group discussions on design decisions and helped debug some of the more complex features.

**6.What I Enjoyed Most**

I really enjoyed the creative parts of this project – colour scheeming, designing simple and intuitive interfaces, and seeing how everything came together in the app. There was a strong sense of satisfaction every time we pushed a working feature or got something right after hours of debugging. I also liked brainstorming with my teammates and learning from their different perspectives.

**7.What I Discovered About Myself**

Through this project, I discovered that I'm quite good at user interface design. I have a natural sense for layout and visual structure, which I hadn't paid much attention to before. I also realized that I enjoy taking ownership of certain modules and seeing them through from start to finish. I'm more comfortable with mobile development than I expected, and I'm seriously considering pursuing it further.

**8.Challenges I Faced**

One of the hardest parts was understanding how to structure the backend logic, especially role-based access in Firebase. There were moments when I felt overwhelmed, especially when certain features didn't work as expected. Another challenge was balancing team contributions and making sure everyone stayed aligned.

There were some miscommunications and delays, but we eventually learned to work better together.

**9.Teamwork and Collaboration**

Working in a team was both rewarding and challenging. At first, it was hard to synchronize our code and avoid conflicts, but over time we became more organized. I learned the importance of compromise, listening to others, and respecting different ideas. This experience helped me improve my communication and collaborative skills.

**10.Final Thoughts and Future Plans**

This project has made me more confident in my abilities and more aware of what it takes to build a real-world application. It's one thing to write code, but another to write code that real users interact with. In the future, I'd like to expand on what we built, maybe add performance tracking and analytics for players. I also want to learn more about deploying mobile apps and making them production ready.

**11.Conclusion**

In conclusion, this project was not just about checking off requirements - it was about growth. I learned new technologies, improved existing skills, and gained insights into what I'm truly passionate about. I'm proud of what we built as a team, and even more proud of how much I grew personally and professionally during this journey.