1D Project Reflection

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A.   Describe one difficulty that you encountered while working on the project, and how you tackled this difficulty. This could be related to technical difficulties, or difficulties related to groupwork.

I found the delegation of work and responsibilities challenging. This was expected for all group projects, but seemed more pronounced for a project of this nature, which required some technical expertise and know-how, especially when juggling all our other deadlines. Even with an overall vision of how our program was supposed to be, the scope kept changing as the deadline creeped but the in-class lessons had not covered the content (dictionaries and classes) we intended to use yet. Modularizing the program was therefore not easy, as the more experienced members had to consider each member's strengths and weaknesses, and determine who should be in charge of creating which functions or parts. Firstly, with members of various skill levels, confusing and messy programming conventions and methods were certain. To resolve this, I suggested setting an example of a standard function, with proper naming conventions, parameter and return types, docstrings and appropriate comments so as to standardize the backend components and hopefully share some good programming practices. Next, we brainstormed the pseudocodes for each component of the program then rearranged it from start to end. The lengthier parts were taken by the more experienced members, while the others took up the less lengthy ones (helper functions) or created test cases to demonstrate the full breadth of our program. Whoever finished earlier helped out wherever they could, or started documenting their parts. We then sat down together to review the overall flow and made adjustments on the fly. In the end, the distribution of work seemed to have balanced itself out, although this was, in retrospect, due to our pre-planning and discussions.