Reflection Emre Muharrem Ilgin

Summary
During the project I worked on all required parts. I worked on the implementation of the asteroids game: design patterns, refactoring and features. I also worked on testing of the packages. We always distributed the tasks of what was needed to be done using the sprintbacklog on mondag, so I knew what I could do outside the project days on the project.

I used WhatsApp on my mobile phone to participate actively meanwhile the project by asking questions my team members and reason about the design of the asteroids project. Moreover I was always present during the project, except for one day and actively participated in decision making and discussions within the group.

One of my important roles was refactoring, implementing design patterns, fixing bugs and testing of the project. My communication within the team and work on the project and report went very well. During the project I learned a lot about using software engineering methods and the importance of using design patterns and code reviews.

Evaluation
In a next project I would be more involved in making UML diagrams. I would also put even more time in thinking what you are going to code before you are going to code. Still the problem remained that we wrote unnecessary and overly complicated code.
I also would like to spend more time in using code reviewing tools because they are very handy.