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Assignment 12.3

CSD-310 Database Development & Use

For the past 3 weeks, Kyle, Juan, Zac, and myself have been working on the case study milestones. We were able to come to an agreement to work on case study #1 for Bacchus Winery early in the process and got right to work. Throughout the 3 weeks, there were things that went right, things that went wrong, and lessons to be learnt along the way.

In regard to the things that went wrong, we ran into many similar issues to the ones that Zac, Juan, & I have run into with previous group assignments. One of the most difficult things to try to overcome when working in a remote environment on a group project with people from all different areas and time zones is communication. From the start we had some issues with getting everybody on the discord channel and trying to come to agreements on timing and schedules. I feel as though this could be amplified now during college while many of us also have jobs and family responsibilities to worry about while trying to fit school in when we have our “free time”, compared to if this was a project for a work environment where all of us had set schedules, hours, and forms of communication within the same company. Nonetheless, trying to get everybody on the same page and communicating with each other when we all are in different areas of the country with different schedules and responsibilities was a challenge. The second challenge that I noticed that we faced was the fact that, without knowing each other well or our skillsets, it took us a little while of stepping on each other’s toes or working on the same aspects of the milestones before we got into our groove and delegating the work correctly. Although we faced these minor setbacks, I would say that we were all able to work together as a team and resolve them quickly in order to work together and get the milestones completed like a well-oiled machine.

As far as things that went well, I would say that they far outweigh the things that went poorly. From the start, as he has done for all previous group assignments that I have worked with him, Zac created a very easy to follow and use discord channel for the assignments. Here we were able to join as a team, keep in constant contact, give our opinions on everything and really work as a team to get the work done with everyone’s approval. Additionally, as the time went on, it seemed as though we were able to learn more about each other’s strengths and weaknesses, and we were able to utilize everybody to their full potential. The first week had some moments with multiple people working on the same stuff, but for week’s 2 & 3, we were able to grow as a team, find our strengths and divide up the work to ensure that everybody did a portion before putting it all together and giving group feedback for the final product. I found all my teammates to be very professional and courteous, as well as friendly and outgoing with constructive criticism or ideas. We were able to constantly keep in touch with each other through the discord chats and give our opinions on things and decide as a group what changes need to be made or what needs to be added. This really made the process of working together seamless as we were able to work together closely, get our individual work done, and then share the files and brainstorm the final edits before submitting the deliverables.

I felt as though this exercise was a great way to get a real-life simulation of what a work environment will look like when working as a developer. As mentioned above, I feel as though there were some challenges with being remote and having different schedules that would actually be easier if we were all working similar hours under one employer. The largest lessons that I am taking away from this group assignment are that you need to be patient and open to the ideas of your group members. I often have a hard time trusting others to complete work or that we should go with somebody else’s work over mine, but this assignment taught me that everybody has a different idea as to what the final product should look like and nobody’s necessarily wrong. Moving forward, I plan on going into group projects with more of an open mind and a thought process of “everybody can contribute something and work together to share ideas and combine thought processes in order to come up with the best possible product”.

Overall, I could not be happier with how this case study went or with the effort that my group put in as a team. Although there were some hiccups such as scheduling and stepping on each other’s toes, we quickly worked around those issues and came together as a group. By doing this, we were able to overcome the obstacles, work together, and ensure that all aspects of the assignments were completed on time and to the satisfaction of everybody in the group. In doing so, our group was able to create deliverables that we were not only all heavily involved with, but are also all proud of.