Personal Reflection

# What went right

I felt that the both of us had a good idea of what we wanted to create in the first place, and this is an important factor in the production of our app. Before the exams, we had distributed the workload for our project evenly so that efficiency is maximised.

On days when both of us were free, we made sure that we set aside some time to work on the project, either doing research on the subject before production or adding features during production.

Knowledge of the various frameworks and tools was also important, and because we used such of these in the past, we could integrate the various features into our app. Our ability to filter information was also very useful, because we could sieve through the various help pages that were provided to us to scan for the ones that could address the errors that we encountered.

# What went wrong

One problem that we encountered during the making of our app was the different style in coding that both of us had. Because Lin Hong previously coded on the Django app while i coded on C9, there was obviously some adjustments that i had to make to be able to collaborate. One of such problem included the updating to python version 3.4 on C9, which we spent quite some time on. In the end, I manage to adapt to the somewhat different format of the IDE and could get work done. Besides that, I was used to building upon a structured app, while Lin Hong created the app from scratch. Even though we went with Lin Hong’s method, I feel that coding from scratch is useful in testing one’s mastery of the flow of the production so that we can be adaptive and change certain attributes of our app on the fly.

Another mistake that we made is that we had a long break between creating our app to prepare for our exams, and this caused us to forget what we have done in the first place, resulting in confusion and many errors. If we had focused on the app earlier and finished it before the exams or made proper documentation of our app, we could probably alleviate this problem.

Finally, the time constraint also affected us quite badly. We only had exactly 5 days to finish our app after the EOYs, and Lin Hong and I were not fully free on all 5 days. This resulted in problems such as confusion and miscommunication, and we had to stay up very late on certain days to finish our tasks. However, we could learn from this experience and handle difficult tasks under intense pressure, as well as to test our determination and focus.

# Conclusion

Overall, I feel that we did a pretty good job. Granted it wasn’t the best, and that we could have done a lot better, our app was decently made given our circumstances and limitations. I would confess that my design sense isn’t the best, but I pay close attention to functionality and user experience, which I feel that we have achieved through our app. The simple design is useful in creating an idiot-proof interface and user friendly for everyone. If I spent more time asking for help or seeking advice from other people, I could possibly get more insight to what i could do better to improve the app or fix my bugs. This project is certainly different from the previous term’s project, but it has been useful in putting my skills to the test as well as teaching us how to appeal to consumers for its practical use in the current market.