**Raffles Institution  
Computer Elective Programme  
Year 3 Semester 2 Final Project  
Reflections**

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Over the course of the project, I have learnt many things about myself from what went well and what went wrong during the project.

Firstly, I shall start with what went well during the project. Prior to studying for the End-of-Year Examinations, we had managed to finish most of the boilerplating for the project, which included things such as the base classes for the generic Views. We had also finished the installation of most of our frameworks and engines such as Django and Bootstrap. Theoretically, this would have made our coding after the End-of-Year Examinations much easier as most of the base code would have been implemented already and we would only need to subclass the various classes made and add additional code for variations. This would also aid greatly in organization as we would be clearly able to organize the code based on what they work and have a common base to start off from. This led me to better understand my preferred style of coding, which is to be as organized as possible, as well as maximize the creation of boilerplate code.

However, a few things went wrong during the project. As we took a hiatus due to the EOYs, we had forgotten some things about coding due to studying. For example, we forgot that various functions needed the usage of additional kwargs especially when managing our Views. We also forgot the various settings necessary to alter the default login procedure which would have redirected the user to /profile/<username> rather than the home page as desired. As such, we had wasted a lot of time relearning and puzzling over absurdly simple stuff that could have been easily solved with our knowledge prior to the EOYs. This was further exacerbated by poor documentation within our code. This led me to better understand the limits of my coding skills with regards to memory as well as led me realize that I should document my code better in order for me to avoid similar problems in the future.

Finally, we had exhibited poor time management during the project. Prior to the EOYs, we had only managed to finish the boilerplate for our code; however we should probably have created a static homepage as well as at least the Match views as well in order to leave us sufficient time and working space after the EOYs. This led to a huge workload after the EOYs. This was worsened by weariness from intensive studying as well as confusion brought about by our slight break as explained in the previous paragraph. As such, we had to cancel various features which we had planned but had limited success in implementing such as Tournaments, and prioritize other more basic features. This led me to better realize the need for us to set out a clear schedule and workplan in completing the project as well.

Overall, I would say that I am rather dissatisfied with my performance so far in the project, however I feel that it has led me to better realize more about myself.