# George Paton’s Self-Reflection

# Weekly Meetings

I learnt that organising meetings throughout the weeks can be very difficult when everyone in the group has different commitments that they must attend to. We eventually decided on the continuous conversation format of group organisation through the facilities provided by Facebook Chat, which ostensibly worked better than having many face-to-face meetings.

I could have improved in this regard by being more available, yet work commitments did certainly make this difficult. As a team we found a good solution to the problem of having no time for meetings, although we could have done better by at least having fortnightly meetings on any date that we happened to all be free on.

# Teamwork

I learnt that teamwork can only prosper with good communication, and with effective collaboration, implementation time for an application can be cut down considerably.

As a team, we could have improved by using Github more effectively, rather than just having one person handling all code merges. More communication and rehearsal for the presentations would also have improved our project.

# Proposal

My learning experience here, was that a proposal doesn’t have to be complicated, but should be as concise as possible, so that planning can be more effective.

I could have improved on the initial vision for the application earlier, so that when the planning stage came around, we weren’t still trying to finalise the requirements and scope of the application. As a team, we could have better referenced our proposal submission.

# Planning

I learnt that planning is a very fundamental part of creating an application, and that it should be fairly done before the actual development occurs, but prototyping during this stage is a useful tool, as long as not too much time is dedicated to the prototype itself.

We could have improved our methodology research, and potentially have selected a differing methodology. Although the one we did adopt did get the job done, it did put some time pressure on us in the latter stages of development.

# Research

I learnt that thorough research of all available APIs and methods for developing an application can be as simple as seeking developer opinions and looking at successful works as proof-of-concepts.

I could have improved on my research by seeking more physical references for information, rather than just web sources. As a team, we could have asked more questions regarding the APIs used to professionals who have worked with them, to see if they are adequate for our task.

# Systems Analysis and Design

I learnt that good design can be as simple as choosing an eye-catching colour scheme, to being as complex as creating ad-hoc input solutions for all kinds of potential data inputs.

Our team could have improved on systems analysis by trying out more layout frameworks than the ones that we chose to research, as much as Bootstrap is powerful, more choice could have been beneficial.

# Implementation

I learnt that implementation always takes longer than one expects, especially when using a sequential development lifecycle. The waterfall method requires extensive testing before returning to coding and fixing, which increased development time overall.

I could have improved the implementation by spending more time focusing on core elements, rather than going through testing cycles for the various input methods provided and route calculation variations.

# Presentation

I learnt that rehearsal is always valuable, and can improve a presentation immensely, and if things don’t quite go to plan, thinking quickly on ones feet to improve a faltering situation can revive confidence within the team.

I could have improved by preparing better examples for showing off the application, including more emphasis on the application handling heavy loading and handling it, or failing gracefully where applicable. As a team, we certainly could have rehearsed the presentation together, even perhaps just before we went into the room, but alas, we did not have the time for that.