Capstone Reflection

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# From a project view: • What was the most enjoyable part of the project?

The most enjoyable part of the project for me was after we began the coding. As a student working on assignments, you’re often just trying to recreate a fully functional program using your lecture, more or less as a step by step walkthrough. It was enjoyable to work through a program start to finish and problem solve things that came up during development that we overlooked during the planning process.   
• What was the least enjoyable part of the project?

The least enjoyable part of the project was all the SAAD and other planning documentation. I understand the value of all the documentation, but honestly, I just like getting my hands on the code to start creating things and figuring out how things work as I go. I hope that I can learn to enjoy documentation or at least get better and quicker at doing it in the future.   
• What part of the project did you not expect?

I didn’t expect that it would be so difficult to connect our Website, SQL database and Unity app. Going into the project I didn’t know how we were going to do it, but I knew it was possible. We researched this for quite a while after the planning phase and came up with a few promising leads, but overall didn’t have the time to get it done.   
• If you did the project again, how would you change it in the future?

There are two paths I think I would take, first would be schedule better. We did great up until Milestone 2 but that last push fell flat, we needed more time and better communication. Secondly, if we were to redo the project under the same circumstances, I think I would have cut the website in favor of doing a simpler SQLite or in app storage for High Scores.   
From a group view:  
• What was the most enjoyable part of working in a group?

The most enjoyable part of working in our group was how we all covered each others’ flaws; it was a great mesh of people. Rose was fantastic at planning and documenting, she’s already in industry so she brought a lot of professional practice to the table, Wiktoria was great at researching and sharing information when it came to the SQL Unity thing, Cass is fantastic at making things visually appealing, Josh said he could do the website. Visual design and thorough documentation are both especially my weaknesses, so it was very nice to have reliable people that could fill in any gaps.

• What was the least enjoyable part of working in a group?

The least enjoyable part of working as a group was, not to name names, though I’m sure you can guess who I mean, when a certain team member was unreliable and uncommunicative. Skipping meetings, not responding to questions, contributing the bare minimum, always having an excuse. It was a drain on team morale and just really annoying in general. We made the most of it though, Rose especially took it as a chance to practice dealing with difficult teammates, which was a great point, I tried to follow suit with that but don’t have nearly the amount of patience she has. Difficult coworkers are a way of life so it’s something I’ll need to improve with.   
• What part of working in a group did you not expect?

I didn’t expect to take as much of a leadership role as I did. The virtual pet idea was mine and I have some experience with Unity from personal projects so the team sort of started leaning on me for guidance early on. Whenever there was a question of how something was supposed to work, they looked to me to have the answers. It was stressful at times but not altogether unpleasant.   
• What would you change it in the future?

I would change how we dealt with our difficult teammate. We wanted to be professional and deal with it internally so when we realized it was going to be a problem, we started ticking off the boxes in one of the brightspace documents that described what needed to be done before firing team members. We wanted to give them a chance to improve so we gave them a lot of chances and time to turn it around, and I think we ended up taking too long because by the time we would have been comfortable talking to you about firing them, it was too late in the project to be worth bothering. It wasn’t the end of the world but I think if we had dealt with it quicker we would have had a less stressful more enjoyable and perhaps more complete project.

From a personal view:  
• What experience and/or skills did you bring to the project?

I have previous experience with Unity and C#, that was the biggest thing I brought to the project. My previous teaching experience also made an appearance when I had to demo Unity and help people.  
• Did the project meet your expectations?

I’m not unhappy with the project, however the project didn’t quite meet my expectations. I believe we should have made more progress on Milestone 2, if not completed it in its entirety. Though maybe that’s just an unrealistically high standard I set for myself, it’s not like we did poorly, and the only extra time we could have had was if we all worked through March Break.  
• What did you learn from the project?

I learned a lot about source control, I had never used it in a team before, so this was a great experience. I also learned that I don’t break down tasks granularly enough, a lot of tasks on our Kanban board should have been broken into 3 or 4 different tasks. I’ve also learned that I’ve naturally developed some leadership skills over the years, I used to be very bad at dealing with people and now I’m a lot more confident in it.  
• What would you change in the future when working on a project?

On a future project, I would do a second pass to break down Kanban board tasks further, and maybe a third pass after that. I also might make a concerted effort to take a leadership role, instead of just falling into it accidentally.

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| Criteria | Score | Comments |
| Participation | 9/10 | Need to work on sleep schedule, was late to some meetings due to sleeping in, but overall great. |
| Communication | 10/10 |  |
| Team Dynamics | 7/10 | Got noticeably fed up with difficult teammate near the end. Patience is a virtue. |
| Leadership | 8/10 | I worry that I overstepped my bounds in some instances, and maybe led when I should have followed. |
| Greatest contribution to the team over the course of the program |  | Gave the team a Unity tutorial demonstrating how to implement a feature from scratch. |
| Identify suggested strengths to build upon (list at least 2) |  | Leadership, Timeline estimation |
| Identify one suggested developmental area to address |  | Patience with people. |
| Final Comments |  | Overall great work! |