<h1>Insights II</h1>

<p>On this sprint, I faced issues relating to interpersonal collaboration as a whole. Unlike the strictly technical challenges and mistaken assumptions of the last sprint, these challenges were a fair bit more frustrating, and I suppose subjective insofar as they may not have been so challenging for another person-- although I'm sure that person would have encountered problems with another aspect of our team's workflow.</p>

<p>Without beating too much around the bush, these challenges mostly centred around a particular teammate, whose understanding of the very fundamentals of working with Git-- pushing at the end of every work session, and then pulling at the beginning of every work session thereafter-- transpired to be surprisingly lacking. This resulted in a number of unplanned and unwanted rollbacks following his latest pull request, despite my efforts to resolve as many as I could before approving it.</p>

<p>While rationally I'm sure that someone more skilled with Git than <em>I</em> am could have avoided a whole lot of hassle around these rollbacks, a part of me couldn't help feeling frustrated. It was easy to argue that almost all of this work could have been avoided if the teammate responsible had just understood Git slightly better, a perception that led to my more uncharitable feeling: that I'd been forced to take on a load of extra "meta-work" on top of dealing with my own features and code, and the "meta-work" of managing and pushing that.</p>

<p>As much as I recognise that these feelings were unfair and, moreover, definitely not worth acting on, I think they constituted a very real and somewhat difficult situation that I believe I managed to triumph over. Rather than getting mad at this teammate for events outside his control, I was able to kludge together a way to fix his problem and even identify and correct the underlying reason for his problems, by explaining when he should push and pull from Git. Hopefully this will help to avert some extra work going onwards.</p>

<p>My own mistake regarding Git this sprint was being somewhat liberal with pull requests. I didn't realise that the intent was for another person to sign off on changes before committing to the merge, and I was personally eager to test out the site on an actual mobile device rather than just resizing my window. I think in future I'll use other hosting means to test out the site, such as using the pages I have set up on a couple of the gitlab repositories I have access to, instead of simply merging my work to the master branch when I've achieved what seems to be base functionality.</p>