Design

1. What was most helpful about thinking about design methods of your project?
   1. The most helpful about thinking about design methods of the project is that it assisted greatly in organizing our thoughts for the project. Before the implementing the design methods, we had scattered thoughts but after they became structured.
2. What was most difficult? What would you do differently?
   1. Creating the storyboard was the most difficult part due to how important it was to us. We saw the storyboard as to how we want users to use the bot, so when actually making we kept in mind to make the process as smooth as it was in the storyboard.
3. What design methods might you want to try again in the future on another project?
   1. I definitely plan on using use case diagrams in the future. It easily makes it easy to have a general overview of the app and how the stakeholders interact within the system.

Implementation

1. What was most helpful about implementing, testing, and integration in your bot project?
   1. The documentation on discord bot integration was the most helpful due to how straightforward it was. In comparison to the firebase documentation that gave us a massive trouble the first time we utilized it for another class, the fact that the discord bot integration worked as intended was a blessing.
2. What was most difficult? What would you do differently?
   1. The most difficult part about testing the app was the fact it only worked with Sean’s computer due to the api key causing errors when shared. Although the use of vs live share worked for this project, on a much larger scale project we would have to figure the issue with api key instead of putting a band aid solution.
3. What implementation, testing, and integration methods might you want to try again in the future on another project?
   1. As far as implementation, in the future I want to try implementing pull requests before submitting to the master branch. Even though we did it hear with code reviews, doing a pull requests on github would be more professional and allow for peer review of code without being on a direct zoom call with them or being with them in person.

Process

1. What was most helpful about implementing kanban and code review in your project?
   1. Kanban and the code reviews made organizing the project as a group infinitely easier. The Kanban board made it so we knew what responsibilities people had and where they were in their implementation of that function; and the code review just helped in having multiple eyes looking over the code, which led to more efficient code.
2. What was most difficult? What would you do differently?
   1. It was difficult programming the assignment as a group considering that we had to use visual code live share. It essentially made it so that we always were on the project at the same time since Sean’s computer was the base. If we to do it again, we would try to make sure the github repository can be cloned since cloning it always ended up with an error when trying to run the program.
3. What software processes or practices might you want to try again in the future on another project?
4. I would definitely implement the Kanban board in all my future projects due to its ability to track progress and divide responsibility effectively.

Overall

Considering all the design methods, implementation practices, and software processes you've encountered– **compare and contrast** how the benefits of the different practices and how they might be useful together.

The benefits of everything covered overall make for an easier programming experience from top to bottom. The use case diagrams and architecture design assist in creating a foundation; and providing a visual and readable base of concept of the project. The Kanban tables and code reviews assist in dividing and tracking responsibilities, as well as making sure everything submitted has had multiple eyes look it. Finally, the demo is a full comprehensive look on how the program works for others in which they can provide feedback in order to further improve the program. Any one of these tools by themselves are useful, but in conjunction with each other, they make for an overall smooth project experience.