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CS5002  
Self Assessment  
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#### Part A:

I contributed to the technical aspect of this project, meaning coding and implementing programming practices. In my personal opinion, I think I did apply and build upon the skills that I identified in the initial assessment. My job was to help develop the back-end of this code. For our project, we decided that it would be the best to code the logic of the game using JavaScript and using .net MVC tools to communicate with our SQL table. For me, this was a challenge because I didn't have too much experience with JavaScript other than TypeScript which is similar to it. My only experience with using TypeScript was to develop front-end applications, so trying to use JavaScript for back-end made me have to spend extra time learning. However, since I did have experience with just general programming, learning didn't take too long and was able to implement the logic of our game.

Using online tools while also asking other members of our group helped me tackle my lack of experience with our technological stack. Using all these, I was able to help build the back-end of our applications. I also helped document necessary things that were needed for the class. I spent around 7 hours every week up to the expo developing our back-end, not including the weekly meetings we had to discuss our progress. So in total, this semester I worked around 70 hours on this project for this term, and spent around 45 hours last term coming up with the ideas and figuring out what tools were going to be needed.

#### Part B:

My group was able to accomplish our goal of building a game hosted on a web application. We were successfully able to code the logic of the game while making it look user friendly. We think we did a good job because during the expo a lot of people enjoyed trying to beat our game. Working in a group showed that working together is better than working alone. When working in a group, we are able to ask each other for help and solve problems together. This makes it so we can overcome our challenges faster when compared to working alone. Some aspects that weren't successful in our group were sometimes there was a lack of a group leader. There wasn't really someone in charge making sure we were meeting all of our deadlines. Due to this, we almost missed a couple of assignments we had to turn in but we quickly overcame this and had everyone make sure to always check and communicate weekly with the group.

I think my efforts matched the efforts of my group members. Everyone contributed equally and had their own part that was integral to the success of our project. There wasn't a single person that didn't do anything. I think one person in our group does deserve recognition. Ragu Neopany was like our senior developer in our group. He had the most experience with the technology stack we used, so whenever one of us needed help, he always knew how to solve the

problems and helped overcome the challenges the team faced. Without him, the group may have struggled with finishing our web game on time for the expo.