

My individual contribution to our senior design was huge. Even though I was not very familiar with the project at first, I was able to get my teammates explain it. Throughout the project most of the skills I learned at work and from classes helped me complete my task for the project. I spent most of my time coding and writing the backend of our web application. I took this responsibility from the group because I had done something similar at work, so it was just matter of learning project specific backend task and some language syntax. My responsibility was to keep GitHub up-to-date and most of the backend work.

There are lots of take away from my work on this project. Some of the JavaScript work I worked on was an extremely helpful skill to put on my resume. My work on deploying our application on Microsoft azure and hosting our web application took lot of time to learn but I was able to successfully set that up. Learning JavaScript and calling endpoints with asynchronously with JavaScript was bit challenging but the most challenging task was creating resources, web app, and putting all that together on Microsoft Azure to host our application was the most challenging task. At the end, I was able to successfully get my task complete, but I learn a lot of things while I was completing.

Personally, I think our group did great work creating a fully functional web-based game. As a group, we were constantly meeting, solving issues, and other responsibilities like Expo were completed smoothly. When I took on being part of this project, I was expecting most of my teammates to be familiar with basics like GitHub but once we started to work most of them were not, so I found myself teaching and learning at the same time. I have worked with these same group of people on multiple projects from previous courses, there was nothing new I discovered while we worked on this project.

The biggest success for our group was having a fully functional web application to present at Expo. All my teammates were at the expo. We had few traffic at our booth and people tried and enjoyed our game. We got positive feedback as well as a few suggestions on how to make it better, so I think the project was a huge success for our group. As far as unsuccessful goes, I think we could work on our documentation skill better. My efforts on this project were huge. I am a good learner when it comes to programming, so I usually find myself learning something to complete my portion of task and end of teaching the team.