**CCT College Dublin**

**Assessment Cover Page**

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| **Module Title:** | Cross platform Development, Interactive Application Development |
| **Assessment Title:** | Music Player |
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**Declaration**

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| By submitting this assessment, I confirm that I have read the CCT policy on Academic Misconduct and understand the implications of submitting work that is not my own or does not appropriately reference material taken from a third party or other source. I declare it to be my own work and that all material from third parties has been appropriately referenced. I further confirm that this work has not previously been submitted for assessment by myself or someone else in CCT College Dublin or any other higher education institution. |

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# Introduction:

Our team had the task of developing a music player focusing on functionality and user interface. During all the process loads of different things happened, which I’m going to mention in this text below, questions such as what they thought went well or bad, or if we would do everything in the same or not. Apart from that I’d like to mention that this project was very helpful to me to improve and practise different skills that can only be activated when working in a group project.

# Contributions & Learnings:

I tried to focus on the user interface and interactivity, gaining experience with Electron. I learned how to use Electron, and it gave me different ideas into building desktop apps with this web technology and linking the UI to the back-end functionality. I also improved my understanding of implementing different features, especially when troubleshooting was involved in getting the file selection, for example, which required much more work than expected and critical thinking. Working on the CSS alongside functionality was essential, as styling directly impacted structure and user experience. With teamwork when developing both at the same time helped to keep the consistency across the app. Throughout this process, keeping good communication with the team was key. It ensured alignment across tasks and made it easier to solve technical issues collaboratively.

# Teamwork:

Communication and collaboration within our team were very good. We had regular calls and kept in touch through Discord. Work was divided based on people’s strengths and interests, which allowed for smooth cooperation. In a two-person group, we had to manage distributing tasks in a very effective way and always keep the communication up to date. A good team environment contributed greatly to reaching the last stage, and any issues we encountered along the way helped us develop our teamwork.

# Challenges:

I’d say that time management was the big challenge. We didn’t know how long some features would take, especially since we both had personal situations that required attention during the project. Additionally, troubleshooting and trying to implement features that didn’t work very well consumed time. I also remember that we struggled a bit in one of the first parts of the project related to the music file, which took a lot of energy to fix. Better planning in the first stage of the project, with a focus on time management, would have helped things go much more smoothly and allowed us to improve even more.

# Reflection:

This project was an excellent learning experience, particularly in communication and teamwork. I gained a lot of skills in using Electron, especially when troubleshooting issues like file selection and UI. Time management and planning were the bigger challenges, as some tasks took longer than we thought. Working with a team member and maintaining good communication helped a lot to do a better job. If I had to do the project again, I’d focus on earlier planning, commenting/documentation, and better time management. Finally, I learned that a simple music player can take much more time than expected but came with a lot of learning and skill development, which would make a big difference if we had to do it again.