Group Lab 2 Reflection

It was definitely a bit stressful when I found one of the first projects of the class was a group project, since I'm not necessarily the best with group work. However, it certainly helped ease the stress when I learned that my groupmates were super nice and really precise and organized with their work. It really made keeping up with the work that much easier. When it came to what was the hardest part of the project, it would definitely be getting it started. When I have an empty file and I haven't started, yet, it's definitely harder to figure out what to code first or what goes where, making it hard to know where to start. But, the more code you get down, the more things start to fall into place. While sometimes when you have a bunch of code and something doesn't work you don't know what you need to change to make it work, but that's nothing a bit of troubleshooting and googling can't fix. Once I started though, the first file I did, util, was pretty easy and straight forward because it was laid out pretty clearly in the video provided. My other file, however, "merkle manager" was a lot harder for me because the video definitely only gave pieces of that one leaving it for me to extrapolate on those and finish them for the other elements of the game. I definitely had to google things and do a lot of trial and error to make it work properly, but I got it in the end and that was a relief.