**Collaborative effectiveness Reflection**

When starting with the python game project, I used the video as base for the code. When the essential of the game were encoded I started to add some extra functions to the game. This was with a split function, with this function I could split 2 same starting cards into 2 playing packs.

When coding this in the game I requested multiple times my partner input on how things should work and how they should look. This was spread over multiple days, each day with another improvement.

* Suggested a confetti animation when winning
* Adding the busted text during split cards
* Remark that finish sentence didn't start with an upper-case letter
* Adding the option to split the stack or not

When reflecting over how we communicated during those sessions, it was with verbal communication and pointing at things on the screen. This way when one of the parties didn't get the correct message across, we could visualize it to make sure the message went through.

During the teamwork sessions, I showed her what I got until that point. She then gave her remark or ideas on how to improve the game. With every input she gave, I gave her the reasons why I couldn't or how long it could take to do it.

My partner didn't have an extensive knowledge of programming, but thanks to that she gave suggestion for the game without thinking on how to do it. Due to her having no experience with programming, all the responsibilities for putting it in the game fell onto me. This could lead to difficulties when I encountered a problem that I couldn't solve with my limiting knowledge. So, I had to look on the internet to find the correct solution or use trial and error. When looking at the total contribution of the project, I contributed around 85% to the project while she contributed 15% mostly consisting of possible ideas and feedback.

Reflecting on the time we worked together on the project, it was good to have a neutral set of eyes who just thought about the game and not about the code behind it. When she came with an idea that was impossible due to my abilities or time constrains, I had to argument why it wasn't possible. The other side of working with someone that doesn't have programming knowledge was that when a problem occurred, I had to fix it.