

Rough skeleton of reflection essay

This is sketch of the reflection essay, below the assignment 5.3 is split into paragraphs and additional information. This makes writing the essay possible and will greatly improve the quality of it. See this as the requirements document for the essay.

To help yourself in this task, you can also **consider the first version of your game** that you submitted for evaluation after two weeks and compare it with the version you submit as a **final product for evaluation**. Submit an essay of approximately **1,000 words** with your reflection or **1 page (without graphs)**

Paragraph explaining structure of reflection. (will not count toward word total)

500 words: Progress report

400 words

Now take a step back, look at what happened to **your source code through the weeks**,

- Paragraph about assignment 0 start up, first version.
- Paragraph about assignment 1 to 4.
- Paragraph about assignment 5 and final version

100 words

and **reflect** on your practical progress with this course.

- Paragraph about things that improved throughout the course like: code reviewing, commit comments, code quality, documentation quality, ect.

500 words:

200 words

Reflect on **what you have learned** from **Software Engineering Methods lab**,

- Paragraph or List about course subjects. Longer.
- Paragraph or list about practical stuff. Shorter.

150 words

what you have learned about **yourself as a team of programmers**,

- Paragraph about what we learned as a team.

150 words

and how you will use this in the **future to design and implement software systems**.

- Paragraph about what we will use in future design implements.

Additionally:

- **Git commit history by team member**
- **inCode view**
- **Video of gSource**
- **Grade Table of assignment 0-4**