

## **Reflection**

Through M3, the product of the web portal is coming into place when we start working on the codes. I learned how blackbox testing and whitebox testing is used to test our webportal functionality. I also learned how the different branch on GitHub is used to work on our own feature and it cut down on the conflicts of the code. Furthermore, I realise that the different diagrams that we created in M2 are actually important as we have something to refer to when we start coding the webportal. It is easier to code the webportal with the wireframe in mind as we do not have to spend more time trying to think where to put which components and the outcome of the final product.

I worked on the logs page where it retrieved all the past records and statistics of the game from the database. And when resume game button is pressed, it sends data of the current log data to the dashboard page to allow users to resume their game. I also compile the User Acceptance Testing video where we recorded the different functionality based on our system state diagram.

In conclusion, our team worked well with each other and completed our individual features. We managed to get the things we wanted to complete in our meeting time. We also came together to decide on the part of our UAT testing and discussed on the whitebox testing of our selected test case.