***Collaborative effectiveness reflection***

*For this project I’ve contacted my friend, who doesn’t directly work in the IT yet is interested in programming. We have chosen to meet up in real life, as we both considered it more practical, comfortable and efficient than communicating online (see brief chat at the end of the document).*

*Our goal was of course to end up with a working application resulting in a Blackjack game made with Python, which we both found very interesting and exciting as we both watched the tutorial video given. The instructions and expplanations of the tutorial were also very well-done. As my friend has already a bit more of experience with coding working applications, he was responsible for the functional part of the project (=making runnable and well-functioning code), whereas I was responsible for the design and testing the project. These were well-suited roles for us, and I have also learnt quite a lot about coding from collaborating with a more-experienced programmer. There were no conflicts, yet some differences in meanings, which is of course normal, if you handle it well and are open to the meaning of your teammate, that’s a skill I’ve trained during making of this project.*

*We started off with watching the tutorial and then making an own code file following the tutorial and testing it. Then we’ve compared our code versions, finding and resolving errors, improving functionality, improving lay-out, that all following roles given to us (more or less). We then ended up with a version very close to the original (tutorial), the annotations we have left the same as we found them clear for us. The lay-out was altered, yet the functionality was pretty much left the same after lots of crazy code experiments, yet we have agreed on the fact the “original” functionality of the game probably doesn’t really need anything else, it’s bold, yet simple and effective and implementing new features seemed not so logical and needed (although we’ve tried quite interesting effects such as confetti, cheering sound in case of winning, adding a QUIT button on the main screen bringing us to the start of the program,...).*

*I have really enjoyed this project as I really like coding and find it fascinating, how much it’s capable of. In fact I personally regret not risking implementing new functionality to the game, yet that’s also a part of the teamwork: agreeing with the teammates you work with, especially if they have more experience than you. Yet I have really learnt a lot from the collaboration and am even more eager to learn more about programming.*

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*Chat screenshots:*



