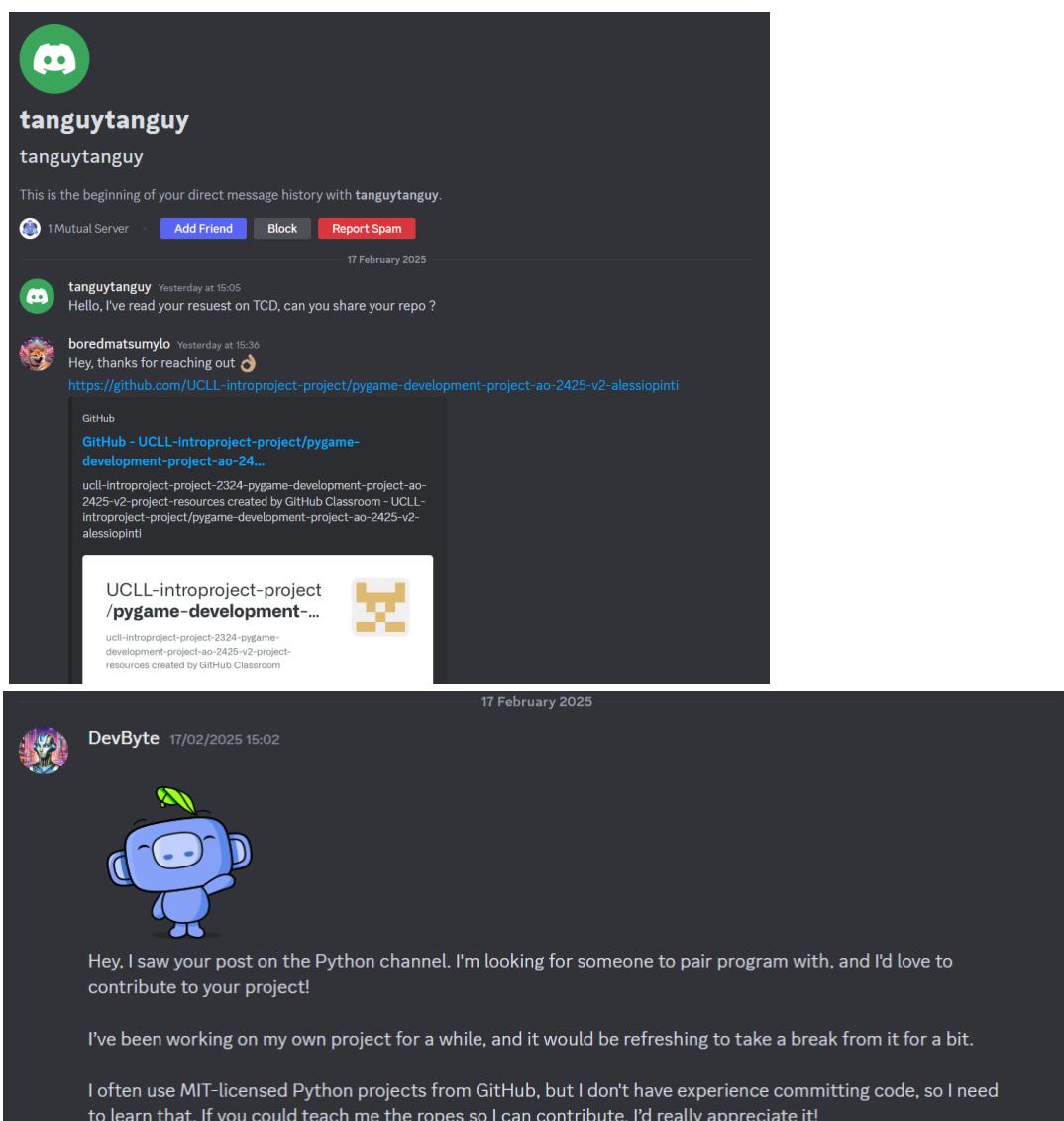


Opdracht 1: Collaborative Effectiveness Reflection

1. Collaborative Partner Selection

- For this project i collaborated with 2 people i met on Discord. First i googled some channels intended for getting help with programming. After founding a programming channel i wrote a post about what the goal for my project was and they messaged me saying they would like to help. 1 contributor had some python and github/git experience and wanted to help us learn, and the other contributor had no experience with github/git and wanted to learn this like me, so we tackled the problems together.



2. Project Overview

- I asked feedback on how my project could be enhanced or modified and because they had experience with python they gave me some ideas and tips what we could change. I took his feedback and made a list of what we could do based on his feedback. I presented him a list and we went to work.

tanguytanguy Yesterday at 15:54
well, it looks kind of good, however, it looks like there is some issues

PLAYER BUSTED o_O
Score [22]
4 2 6 2 8
NEW HAND
4 2 6 2 8
Score [24]
2 4 8 J
2 4 8 J
HIT ME STAND
Wins: 1 Losses: 6 Draws: 0

Well, first, at the end of a game, the "hit me" and "stand" buttons should be either hidden or deactivated and replaced by the "new hand" button

Then, sometimes your dealer's hand is higher than 21 while you didn't even played. Which is not possible according to the rules (edited)

Also, in this condition, it is not possible to stand (bc our hand is lower than the dealer's, of course)

You should also take a look at how to make it a little more visually appealing. I don't know if you are allowed to use external images or if you need to draw everything, but in the first case, maybe a background could be used, and real images for the cards

You should consider centering the text on the buttons as well

boredmatsumylo Yesterday at 19:32

Hey, based on your feedback, I created a list of improvements we can work on. Let me know if you'd like to take on one of these tasks. I'm going to start working on disabling the hit and stand buttons when the game is over.

If you would be so kind to do at least 1 on thing on this list and do a request on github so i can pull it, that would be amazing! I just need 1 interaction in order to pass for school 😊

Gameplay Fixes (Bug Fixes & Logic)

- Disable the "Hit" and "Stand" buttons when the game is over
- Prevent the dealer from busting before the player has even played
- Ensure "Stand" is still available even if the dealer busts

Visual/UI Improvements (User Experience & Design)

- Center the text on buttons for better readability
- Add a background image (if allowed)
- Use real card images instead of text-based representations

Game Mechanics Enhancements (More Realism & Features)

- Implement a real deck system instead of an infinite deck
- Add a betting system where the player starts with money and places bets
- Refactor parts of the code to use classes for better structure

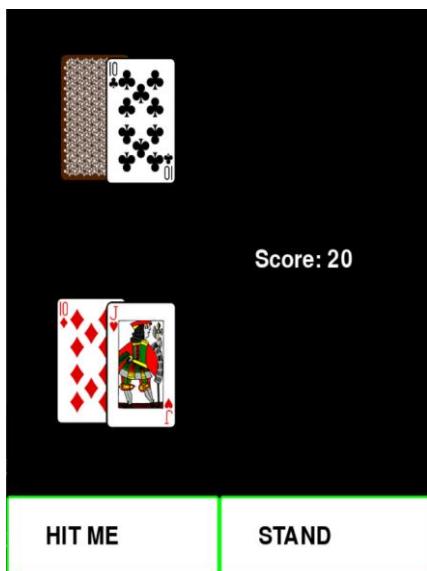
Code Optimization & Readability

- Improve the deal_cards() function for better efficiency
- Make the game logic cleaner and more structured using functions (edited)

- **Result of working together**

- I coded the base code like the youtube tutorial and after that we decided to work together to tackle several improvements. We transitioned from a basic text-based Blackjack game to a more polished version with real card images, a background, sound effects, and a betting system. We improved the UI, added sound interactions, and refined game logic, including dynamic score calculation and Ace handling. The game now provides a smoother and more immersive Blackjack experience.

Here is a nice before and after picture 😊



3. Communication

- We communicated primarily through Discord messages and sometimes through Github comments. We discussed which features needed improvements and assigned tasks accordingly.

4. Roles and responsibilities

- **My role:** I set up the initial project and created a list of improvements based on feedback. As me and another contributor were new to Git and Github and we were struggling a bit with how to collaborate using branches and Pull Requests, the other person helped us figuring things out and it worked out in the end. I did encounter conflicts with working together through branches etc, but I managed to figure it out and learned quite a lot.
- **My partners role:** Help with coming up with ideas, helping with PR's and Git Pull and also implementing new features.

5. Teamwork and contribution

- As my partners were more experienced than me and had more knowledge, we did not contribute equally. It was more of a mentor and student situation, with me being the student. Although I do feel I was contributing well.

6. Lessons learned

- **Technical lessons:**
 - I learned how to use Github branches and pull requests to collaborate on code effectively.
- **Communication skills:**
 - I realized that clear task assignment is essential to avoid confusion.
- **Code quality & Structure:**
 - My partner suggested using classes to structure the code better.

Conclusion

This was a valuable experience in working with multiple people remotely on a coding project. It helped me improve my Github workflow and communication. I now have more knowledge about how working together effectively works using Git and GitHub.

I had a lot of fun on this project and I learned a lot.



DevByte Today at 05:03

I wrote some comments on your last two commits. They weren't major changes, so I didn't have much to add, but I hope they were descriptive and informative.

Also thanks for bringing me onto this project. It's been a great way for me to learn how to commit code and work in a team. If you can, let your teacher know you helped a solo programmer learn to collaborate. I feel more confident now and will be looking for more projects to contribute to! 😊💪💻



boredmatsumylo Today at 08:08

I appreciate it, thanks for the nice teamwork 🙏