

Individual Reflection – Thea

This week I was product owner and therefore tried to unite our thoughts when building together different parts of the code that we have done separately. I contributed by coding the graphics of the scoreboard and the functions of the scoreboard. The functions included displaying the current user's name and updating the score depending on the userobject's score. The user's score is updated when a fish is caught, and we have used observer pattern principles to make the updates of the view possible. To ensure quality we tested our new graphics and functions. Further, we programmed in pairs but solved bigger problems in group.

It has been fun to continue building code and next week I would like to program less graphics and more functioning code. I have also gotten more familiar with github which is an important tool in our work but has been a bit difficult to understand. Something I would like to learn more about is best practise for testing the quality of the product. What is a good test for this specific task?