In general, this project was a little disappointing. The main reason for this is that my presumptions and expectations of the project were quite wrong. One of my expectations for example was that we should have to work with virtual reality and 3D modeling. My expectations turned out to be unrealistic during the project, but not until later in the project because the first part of the project was all about documenting.

No virtual reality, no 3D, but a lot of trouble with getting the avatar right in the gui. Most of my time in this project has been spent on this problem. And when I solved this problem on my computer I have been busy for another while to get it working on other computers. I also had to refactor the code to make it more usable. Eventually all this code is based very specific on the program of the avatar and because of that not portable, but if the same avatar is used, I have tried to increase portability and usability as much as possible.

I also have been busy with creating a sort of gui testing ‘framework’. This was in the beginning of the project and I had no C# experience yet. By creating this piece of code I have learned a lot of C#, which I enjoyed, because learning new programming languages and its possibilities broadens your view. One of the most interesting things to learn about C# was reflection, the possibility to inspect and alter already compiled and running code. I am sure this will be useful later for something.

I have succeeded to solve these problem and this also one of the reasons that I am content about my own contribution to the project. I have been able to finish my tasks on time with reasonable quality. The peer review also learned me that others were content with my contribution.

The team working was good in general. In the beginning I thought that we lacked commitment and structure, but later in the project this improved. We still didn’t have a good structure but the group atmosphere was good. With lack of structure I for example, mean that we didn’t have fixed moments for meetings. Also the planning was not good. We didn’t use planbox in the beginning of the project for example.

During this project I have learned a lot, but other things than I expected. This project was longer than the previous on the TU Delft, and made this project one multiple ways different from those previous projects. I also learned a few basic principles of scrum, which seems useful for longer projects and teamwork.