Personal Reflection Hugo

When this project just started I had high expectations of what we were supposed to build. Using virtual reality to support the treatment of patient with social anxiety sounds like a great field to develop software for. Sadly it turned out there wasn’t much virtual reality in place. The project was actually about creating an interface that displayed an avatar that was already created for us. So actually it was a project about creating a GUI and handling an external process in that GUI. This isn’t exactly a bad thing, but it’s not what I expected to be making.

Anyway, in the end I’m looking back at the project with content. Though it wasn’t exactly what I expected, I can say that I have learned a lot from it. During this project I’ve focused mainly on the back-end of the program. More concretely, I’ve created a XML to Object parser, set up a database and created the functionality to access that database smoothly from within the program. With this, I’ve mainly improved my overall skills in programing in C# and understanding relational database mapping.

The project was set up to be Test Driven Scrum. This meant we had to work in sprints of 2 weeks where we made small improvements every iteration. This helped me understanding the value of proper planning and guessing the time required to implement certain features. This will be of great help in future projects since distributing your available time increases your efficiency which in turn makes you more valuable for your cost.