Personal Reflective Report   
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When we first started this project, things looked optimistic, we would have a lot of meetings and started working on the initial design early. Everyone was friendly and we delivered most of the documentation in time with only minor issues.

Then, coding week came, and things got a lot more chaotic both for us and all of the other groups as well. Suddenly, the requirements for the project started changing, causing most of the coding we have done up until that point to need rewriting. The campus network would do the impossible and become subject to a major hardware failure, hindering our work and causing us to lose some of our progress. Despite all difficulties, everyone tried their best to deliver as much work as possible and we managed to deliver all but 2 of the requirements in the specification. We even did some bonus features like a help page, a feature to rename monsters and added some detail into the notifications.

In this project, I was a programmer for the straight Java side of the code, I also wrote the testing and some of the documentation related to my work. I helped with the server side as well, mostly with logic problems and some Java functionality. While the communication between Sam and Tux for JavaScript and server side Java was strong, the Java side could have been better. I feel like we could have avoided some of the rewriting of the code if I had received more specifics about how they wanted the two parts of the program to come together.

Still, I learned a lot about working together as a group as well as how to create a functional web based application. We fulfilled most of the requirements, if it wasn’t for the complications during coding week, we could have certainly done even more.