# Personal Reflective Report

My initial thoughts when we were first told we had to develop a project within a group of 9 people; it seemed rather a daunting task, as I didn’t know who I would be working with or if the group would get along as a whole. The project being a monster mash game seemed interesting enough and I thought it seemed a good project to work on. I also hoped that there would be people in my group who would be keen and eager to get started on the project.

My first memory of the project was meeting up in AberVaults to meet my fellow group members as arranged by a Facebook group set up to announce meetings and general news to the group as most people have Facebook. Here we discussed ideas, designs and functionality; we also used the time to get to know each other.

The best thing about the project I thought was meeting new people I might not have talked to otherwise and improving relations with fellow students who do the same module. It also made you think about working more as a bigger group and how you had to co-operate together to get tasks done.

My final impression of the project was; I felt that we had done a good job at implementing the game, as we only had 2 functional requirements missing. We worked well as a group and always seemed to get on with each other.

In summary I thought it was a worth-while thing to do. I learnt a lot about how to work as part of a group of people to develop a game. This was a change to working on my own or in a smaller group. It gave me an insight into how you needed to do things differently when working as a group and how it helped to have such software such as version control and control forms to keep on top of things and to help manage a project more successfully.