# Web Development Reflective Essay

#### Roles and contributions

We do not have particular roles for each of our members, for each team assessment, we will do our individual work and share in the slack chat, look at each other's work, and then improve each's own work. Then we will work out a time that we all free and have a video meeting to discuss what can we improve, delete, or what should be added. After the meeting, we will combine all the positive parts of our works and generate a final version of the team project.

For the first stage, I have organized a team meeting, and we all there to share the ideas about the theme park website, and I recorded them into a mind-map (see appendix 1). For stage 2, we had another meeting to discuss the tags to use for the website; I have also recorded them in a mind-map (see appendix 2). We all code for the HTML, and after comparing them, we combined Maria's, Qiaoqiao's and my work, to get an HTML code we all satisfied with. I have fixed most of the bugs in W3C validator and added the comments. (see appendix 3). For stage 3, Maria, Qiaoqiao and me shared our individual CSS code in the slack chat, after comparing, we decided to use Maria's CSS code, because she did a great job on this part. On stage 4, Maria did the structure for most of the code. Qiaoqiao designed the background and media content. I have made the sliding show effect and fixed some bugs, Michael and Abdul are doing the wireframe for the code and organizing them together.

As for contribution, I have recorded the messages being sent through each team member's slack (see appendix 4). We can see that we are all quite active in slack except Michael. In terms of organizing, I have contributed the most. I have recorded all team members' free time, organized each meeting, and shared my screen during the meeting to work together (see appendix 5-8). Maria did most of the work on the website's structure; she designed the CSS for most important information on the website. Qiaoqiao focused more on the detailed design of the media elements in the website. Michael and Abdul did not contribute in part 3 and part 4 in terms of coding, but they wrote up the website's wireframe.

#### Your use of HTML and CSS

There are many parts that I think I can use well in HTML and CSS. First is about comments, I have been coding a lot, even in another computing language, commenting always been important. Rich comments help you know the code better, especially when working with other team members like in this project, rich comments can help other team members get knowing faster what the code represents or what the code does. Another part is that the tags in HTML, tags help format the code, especially the <div> tags, can make the website structured with different blocks. Last but not least, I am good at debugging, for many of the bugs generated in the code, I can spot the error and fix them fast, which helps the team progress faster.

The aspect that I need more practice with is about designing in CSS. For example, there are too many fonts available for the website, and I cannot decide on any of them, have to look up online and copy their font selection. As for colour, or the image selection, even I have tried my best and put a lot of time on searching, still cannot reach the destination that I wanted.

There are two functions I like the most in CSS. The first one is @keyframe function, and this function helps me create auto animations in a few simple lines of code, it is hard to achieve with that amount of code if another language is used (this might be wrong, but it is straightforward to use for me). Another one is the hover function. This function made our website more reactive with the user's mouse cursor, each time the cursor moved on a button, you don't need to write another code for the changed button, only need hover function to replace some important elements in the old button code. These two functions are compelling to me.

#### Positive aspects of your teamwork experience

There are lots of aspects that are positive for me during teamwork. While gathering ideas, more members can think in different aspects, make the mind-map bigger and bigger, with some aspect that you will never think of. While doing the code, each person can do their most confident part, for me, I am bad at designing, but people good in designing can cover this part. If I am doing this project alone, might take a year to achieve such a great looking website. While designing the website's structure, we combined all five members' work, picked the best part from each person's work and produced a comprehensive piece of work.

The part that I enjoyed the most is communication. Communicating with different people in a different culture, organizing the meeting helped me communicate a lot. This experience made more confidence in speaking in public.

### Negative aspects of your teamwork experience

The greatest challenge for us is definitely time management. There are three different time zones in our team of five, with +5 hrs and -8 hrs from London time, so we have to communicate around 5 pm London time, or we will wait another day till everyone responds. Another problem is about the contributions. This is a team project, and if someone is not satisfied with one of others' work, he has to spend more time fixing others' code.

Speaking of the part that I enjoyed the least, communicate through the internet is making me pain. When communicating with a team member, there always is a delay when he replies, even when we are all working on the project. Imagine this is face-to-face communication; we could have finished this project way faster and more effective.

### Effects of teamwork on the quality of the work

I found that doing a project like making a website is really good for a team to work with. Many aspects have to be considered when making a website, such as design, structure, image selection, coding, making wireframe and so on. Noone can be perfect at every aspect, especially beginners into HTML and CSS like us. We all can work on the area that we satisfy with or good with and produce a comprehensive piece of work together as a team, and this is progress that can never be achieved by myself alone. On the other side, working with team members can be time-saving, even less time efficiency in communicating or distributing roles. Still, more work is being done during the same amount of time since there is 5 times time in total.

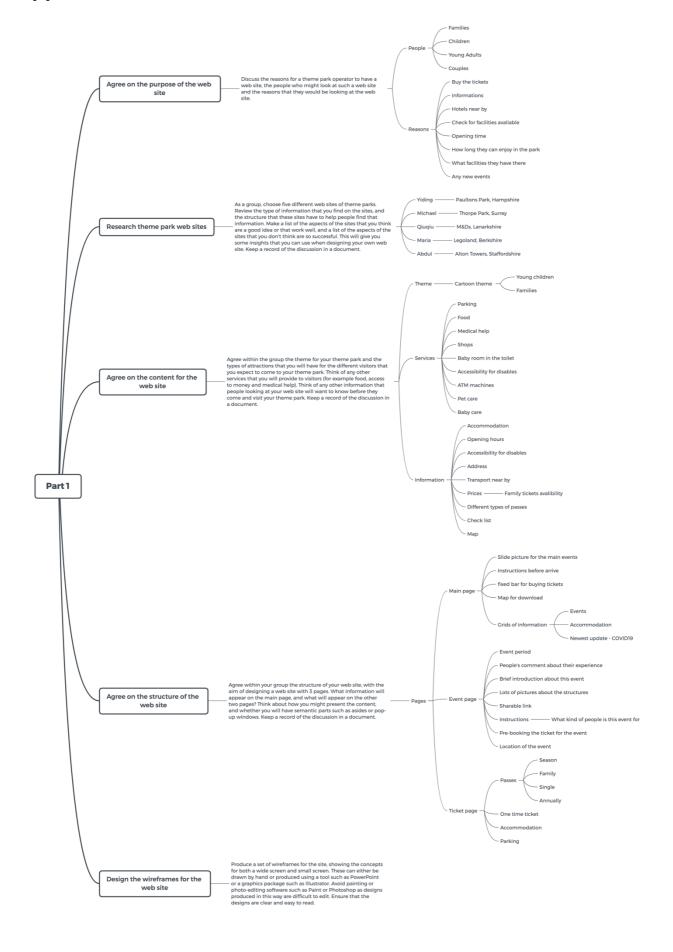
While we are coding the website, people are designing different parts of the website; therefore, the website's final design might look not like a whole because of working as a team, we can see that there are some smooth animations at the main index page. Still, the animations turn out not as good as the main index page at the event page. This is hard to correct because people in our teams are at a

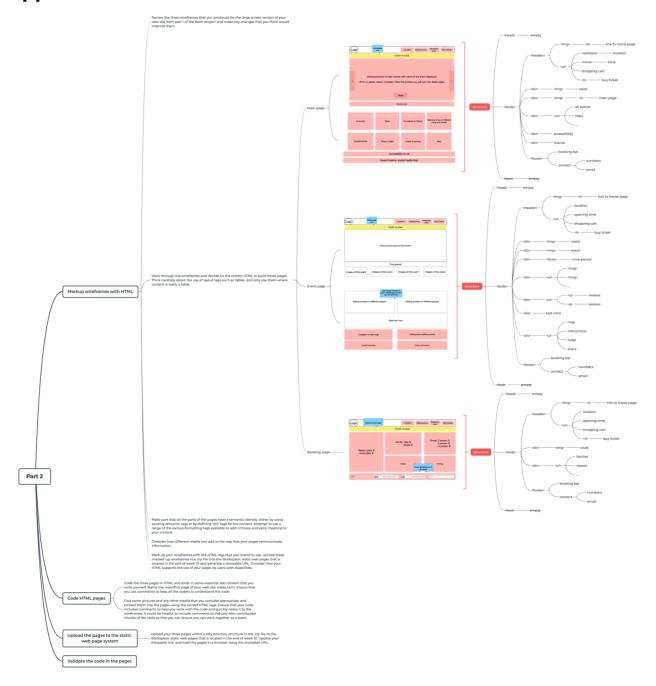
different level in terms of coding, and it becomes complicated when you are trying to correct others' code.

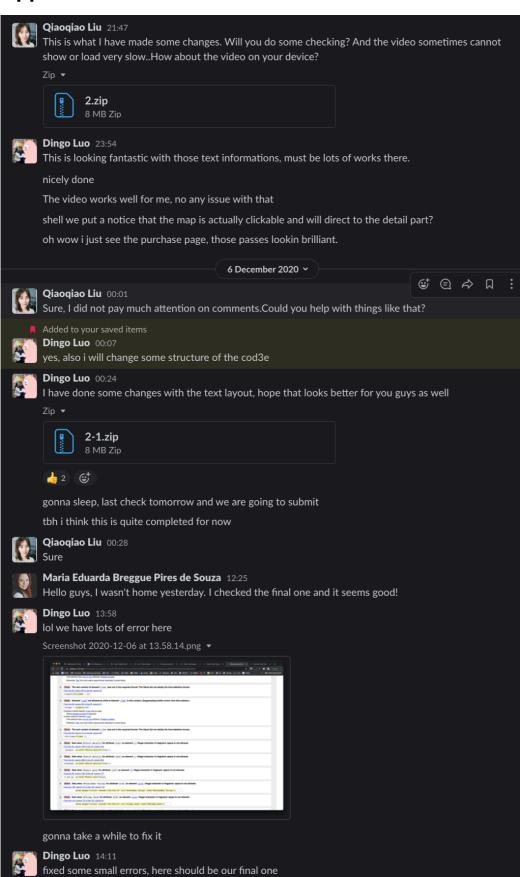
### Tools you and your team used

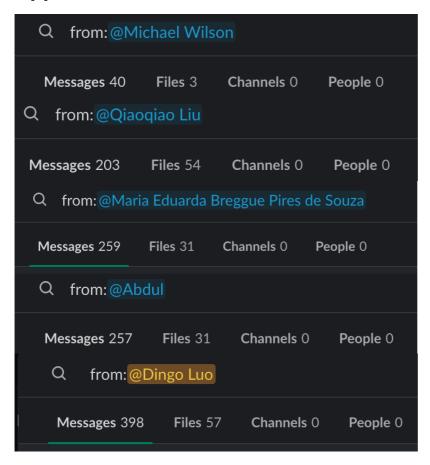
Many tools are being used during this team project. We all used *Brackets* for coding, *Microsoft Teams* for a team meeting, *slack* for communicating, *PowerPoint* for making wireframe. These are the tools we all used as a team. I have used *X-mind* for individual tools to build up the mind-map during the meeting and *sublime text* for additional coding reference with more colour. Michael has used *justinmind prototyping tool* to draw the wireframe for the last stage of our project. Maria has used *canva (canva.com)* while designing the website part to search for prettier images.

There is definitely one tool that we all have been thinking to use but did not put it into practice — which is Github. For this project, each person corrects their individual part of the code and sends it back as a zip file into slack chat, which means that we have to download the whole zip file and unzip it to load the code. Sometimes this isn't very pleasant especially in late-stage, the file has over 70 MB in size and taking quite a lot of time in downloading, also when people working at the same time, someone have to stand out and merge their code into one file, I am doing this job most of the time. Imaging using Github in the early time, everyone can do the correction on the same file online, no more upload and download, and clearly who correct which part of the code. If I am doing another coding teamwork, I will be setting up a Github workspace since the start of the project.









А	В	С	D	Е	F	G	Н	I	J	K
Name	Time zone	07-Nov	08-Nov	09-Nov	10-Nov	11-Nov	12-Nov	13-Nov	14-Nov	15-Nov
Yiding Luo	London + 0									
Maria	London + 0									
Qiaoqiao Liu	GMT-8									
Abdul	GMT+5									

