

This activity was a great way to learn and practice working with a client on a new project. I learned many things in this activity. The first thing I learned was to ask a lot of questions. Many questions I asked were repeated, however, the question was rephrased. That showed me how the way the question is asked can change the entire course of the project. Even with descriptions of what the customer is looking for, the vision I had in my mind for the app was different than what my partner was thinking. I also realized that my partner/customer in some cases did not even know what they wanted. This is where rephrasing the question and combining the different responses helps to create a product that more closely aligned with what my partner was looking for. I found that sketching was the best way to convey the idea rather than just describing what was going to happen with words. First, I had my partner draw out a sketch of what they wanted the front-end interface to look like. I then compared this to the notes I had taken regarding their needs and wants and came back with my own sketches. We went back and forth for a little bit and soon agreed upon a design that would work best. As the software engineer, it was my job to then design the platform on which this app will run on. I decided to write this app in Java.

There were a few insights I got from my partner. One such insight was time management. Although I had previously used some of these tools, I was not very familiar with them. Once I got everything up and running, the app building went very smoothly. The hardest part was getting everything working at the beginning. I also realized the value of simplicity and minimalism when showing my partner what I had come up with rather than a feature packed program which had glitches and complex designs that took too long to

explain. Although this is activity specific, I found that my partner and I had a lot of similar pain points which this application aimed to solve. Talking about them together with my partner made this process go much more smoothly and we ended up with a better product. As stated above, another insight was question wording. By asking the same question but in different ways, I got a clearer answer and mental picture of what my partner was looking for in this app.

This activity has a lot of parallels to our semester project. Just like in this activity, we are given a list of general requirements to build a ticketing app. We then submit our documentation every week for review and feedback to make sure that we are on course to hit all of the requirements for this project. Although we're not working as closely with a client like we were doing with a partner in this activity, we are working with a group. This allows us to bounce ideas off of each other and discuss common pain points that we think would best meet the requirements set forth in the instructions. Another important parallel is time management. Many of these tools are new to us, so we need to come up with a plan regarding tool specialization and product prototyping to make sure we have time for feedback and a high quality completed project.