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CS-102 HW1

This week, the assignment was creating a hangman game. This was a simulation for the CS-102 group project. From the hangman assignment, I learned how to work with a team. I also experienced the qualities and also the defaults of having a team.

First of all, working with a group is more efficient but also more challenging than working individually. It makes your job much easier but you have to trust your group members because if something goes wrong for your group member's part, this would also affect your work. While working individually, you are responsible for everything. On the other side, if you have a team, you are mostly responsible only for your part but at the same time, you are liable for your group member. I suppose, for working efficiently with a team, there are a few steps: Creating the team, distribution of tasks, doing your own part while communicating with other group members, and putting together the work.

Creating a team is the most important part of those steps because you must find creative, open-minded, and hardworking group members. For the project, you are going to spend most of your time with your group, for this reason, your group has to have harmony/synchronicity between the members.

After concluding the subject of the project which is *"Hangman Game"* in this case, you have to distribute the tasks between the group members. I believe, we achieved the distribution equally. In the game, there were a lot of accessor methods which were easier than other methods and we decided to give all the getter methods to one person, then partition off the other main methods.

Our group has struggled with communication while writing the code. We did not have enough time to end up writing the code in the class, thus we conclude to open an online group and share our own part of the code on that platform, but there were some problems. For example, it was hard to be online at the same time and communicate quickly. In addition to this, it was also hard to explain your opinion on others' code. You could not be able to modify the code, so you had to explain yourself by writing down your opinion.

In conclusion, we were 5 members and each one of us has done his/her own part sufficiently. Only one person could not send his part at the time and that affected all group's work. We see that every one of us should do his/her part not only for his/herself, also for others. For the CS-102 project, my group needs to communicate more and we must work faster together.