Team Project Sprint 3 Individual Report

- Personal gain from the team project:
  - As this was team project, we must manage everyone's work. So learned Git, Github project management in much better way. Learned version controlling and keeping Master branch stable all the time.
  - Initially started coding in Notepad++. But as project grows rapidly I had to switch to Visual Studio Code for better debug and file management, auto errors detection and quick fixes for it.
  - Learned lot about agile methodology as we had to finish certain task before sprints.
  - Also used Trello, so everyone can see which task need to do, doing and Done. Also, can see who is working on which task.
  - Also got chance to implement concepts like refactoring, Inheritance etc. which we learned in class.

- What does your project do well, and what could your project do better?
  - Best part of project is how easy it is to use. I tried playing this game with friend who has never played Checkers before and without any prior instruction of how to use or where to navigate, he just figured out everything under 1 minute.
  - Also, I would say implementation of WebSocket make game even smoother to play.
  - If time would have permitted, we should have deployed this app on server like Heroku or AWS. Also, would have implemented chat box (so player and viewers can chat while playing game), and small friends zone where people can add users and directly play with their favorited user. Implementation of Captcha is missing to avoids bots.

- How could you improve your development process if you develop a similar game from scratch?
  - If I would be doing similar project with team then I will spend more time in designing user stories and its acceptance criteria. So, later process will be much smoother.
  - These acceptance criteria's will be covering very minute details about project so a team member who is learning technology can figure out way to do that task.