## Sebastiaan Vermeulen, 4002075

SEM has, above all, taught me what it is like to collaborate on software projects and how dependent a developer is on all the members of the team. My eyes have really been opened to the usefulness of code review, unit testing and test-driven design.

The work involved in the assignment is completely out of proportion compared to its educative and quantitative rewardings. I strongly feel that a choice must me made in the organization of the course to either; rework the project and assignments to offer the same educative benefits in a (much) less time-consuming fashion, or; adapt the assesment for SEM, e.g. let the assignments make up the grade and drop *both* exams. For your reference, 95% of my time has been spent on the assignments and I will have a higher grade for the exams than for the assignment.

That being said, the assignment was tremendous fun, I had a great team to work with and our TA Thomas Overklift has been an awesome mentor.

## Karel van Doesburg 4149335

As a student doing the bridging program this has been a interesting course for me. I have very little to none experience in java when starting in the beginning of september. The first few weeks were more about trying to understand what the code of our game was really about and gradually implement small little changes into the game. I was mostly working together with Robert Levenbach, trying to think of solutions to problems together. This way it was easier to learn and create new code, instead of trying to keep up with Sebastiaan, who had quite some experience, and Pascal and Bas, who had a little to some experience.

After the midterms it kind of started to look like I was picking up working with java and was starting to implement biggest thing and started doing tests (I was also following TI1206 OOP parallel to this course).

Overall I really enjoyed the course and thought the theory was very useful and it was also good that we immediately had to implement some of it in the assignments. For me it was really interesting to learn the basics of coding and techniques in at the same time. Although it was hard I did really enjoy it.

As sebastiaan already said, the weight distribution of the grading is off scale. The assignments costs way more time and, at least this is what I think, more useful to become a better programmer. A little less weight on the exams (40/60 - 30/70) would be better.

## Robert Levenbach 4250052

As already noted, I am also following a bridging program. The first few weeks of this course were therefore a big wow. Building a game in two weeks with little/no experience is not an easy job. Thanks to some experience in the group, we managed to build something together, the more experienced delegating some smaller projects to the less experienced.

I have had some programming projects on my 'normal' study(System Engineering and Management), but these were always solo projects. Working in a team was new for me. At first I didn't like the team aspect(the team was fun, but working with Github, having to understand other people's work, etc.) was a totally different experience. However, during this course I started to realise the benefits of working as a team and working with Github.

About the content of the course: at first I was sceptical about programming methods(*uch CRC-cards*), but surely noticed things like SPRINT-planning were very useful for making a plan every week. Also the design patterns are something I will see myself using a lot in the future.

My complaint: at one point we needed to refactor 10 if-statements(or cases). We had already done this in the weeks before this assignment. Therefore there were only a few if-statement left which were nearly impossible to refactor> this should work with retrospective effect. And the PC-hall was very full every week, but this has already been said by many people. Xoxo


## Pascal Lubbers 4111338

At the moment I was writing my part of the course review I have already read reviews of some fellow students. For the most part, I agree with them. I'm going to try to elaborate what has bothered me the most about this course.

First of all I think this course covers too much expertises. Project management, design patterns, code quality, etc. I think it would be more comfortable if this course would focus more on project management and how to develop software in a efficient and professional way.

I was kind of disappointed the way design patterns have been addressed. I have read Design Patterns: Elements of Reusable Object-Oriented Software prior to this course and was surprised this course did not cover design patterns like Flyweight, Chain of Responsibility and Mediator.

Consequently, I think too little time was spent explaining how to setup a project professionally, because I think that is a vital part of software engineering. I have experienced that setting up a Java project and configure tools like Maven and Gradle is not part of the common knowledge.

All in all, I enjoyed this course. It helped me to improve my developing skill and I would like to thank Alberto and Thomas for their effort.

## Bas Stinenbosch 4370538

As a bridging student I have experienced the first two weeks as quite intense. We were in a group that largely had little programming experience. Now it helped that we were allowed to choose an easier game. When after the first week Sebastiaan joint the group, everything went much faster.

I still think that it is difficult to follow the project part of the course with a group with little programming experience. But I think that our TA took this in account in a good way.

I think that the course material connects good to what I expected to learn this course. Though it is a pity that the last course material is not discussed in lectures. The scrum lecture was for my feeling the only guest lecture that really added value to the course.

The project was quite a learning experience. It was a big project, but I also learned a lot from. It was nice to experience from close up how software development works. And see the way in which software engineering methods are put to practice.

If I could change one thing to the course, then I would like to see less refactors in assignment 4 next year. This was a very large and complicated task (especially with little programming experience).

The project was a lot of fun! I want to thank Alberto and Thomas for their support.