Self Evaluation
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The most valuable experience from this project for me was taking a project I knew nothing about, getting up to speed quickly, and learning to identify design issues for our feature. The least valuable experience from this project for me was learning how to set up the gradle to build the project. I don't think that learning how to use gradle to build the project will be a useful experience for my future career.

My most significant contributions were doing the UML diagrams, and writing the detailed design description. These were a good experience for me. I believe I got a great deal out of doing these, because I received very useful feedback and was able to incorporate the feedback into my updated diagrams.

I appreciated all of my group members contributions. Christian did a great job of coordinating team meetings and submitting our deliverables. Kendall did a great job getting the project running, helping us get the project running on our computers, and doing the static analysis for our report. Ben did a good job with the pmd and cpd code coverage tools.

The part of the project I found the most challenging was the sequence diagram. The sequence diagram was much more complex and difficult than I was expecting. I enjoyed the learning experience, and I believe that it was very useful for our project to complete the sequence diagram.

The strongest part of our design is our UML diagrams. I believe that our UML diagrams are very clear and give necessary information to the reader very quickly. We did a good job with almost all of our UML diagrams, and used them to show the current system as well as the changes that needed to be made to implement our feature.

Since our change to the project was very similar to many other annotations that already exist in the project, our change should be resistant to most changes. The main changes that could cause our feature to require change would be design changes that require all the annotations to be changed as well. I am not sure there is any way to make the annotation part of our design any more resistant to change. The other part of the project that could need to be changed in the future is the receiving and storing of the -env command line argument used to specify the testing environment for our @Run_in annotation.

One change that I would make to improve the learning aspect of the project would be to have the project span a longer amount of time. I believe I gained a great amount of knowledge and experience from our weekly meetings, and I think that having more of them would be greatly beneficial. Another change I would make would be to use the past to pick good open source projects and provide more assistance to the groups when they are picking their feature.

Overall, most aspects of the project should be preserved. I think that the main deliverables in the project should stay the same or very similar to how they were this semester.

If I could do this project over, I would try to be more on top of things early on in the project. I think our group was pretty successful, but that early on we struggled to get a good grasp on the project. Building the project took us a while and got us a bit behind at the beginning. If I could go back, I would spend more time getting the project going in week 1.