



What advice would you give to someone taking the class?

Below you will find unfiltered advice from previous semesters' students in this course. Each of these students was very successful in the course. You will see that there are several repeated themes throughout. Their advice can help you excel in this course as they did.

The key to success in these projects is constant communication. You won't get bogged down by work if you evenly distribute among your team, and if you meet almost every day then it's hard for anyone to fall behind because everyone is keeping each other accountable.

There is not a lot of time spent in this class outside of projects. Because of this, it's really easy to "breeze" by the first half of the class before the time spent working really gets tough. I would advise that new students put a lot of work into projects 1 and 2, because if they fully understand html from project 1 and the process of development from project 2, then project 3 will feel so much easier and they'll need a lot less time to research new technology.

- Understand how to use git very well asap.
- have a consistent form of communication set up with group
- do the design documents early, they take a while
- split up the work as evenly as possible
- learn html / css / js EARLY
- do yourself a favor and use bootstrap for css
- have fun and make a project you like, it'll encourage you to work harder on it because you enjoy it. especially projects 1 and 3 since you have creative freedom.

good luck!

Make sure to keep track of assignments and when they are due. This is especially important in this class since there's a lot of assignments and many students easily miss due dates due to lack of knowledge about them. I'd also say that for the team projects, communication is key. If you communicate well with your team, it gets rid of about 90% of the troubles that goes with working with a team. This includes just meeting up with team members to just work on small parts or just chat about your progress. Finally, I would advise to work on 331 a little everyday. I made the mistake of not doing this and it easily caused lots of late nights before due dates and it didn't help my mental health so be consistent.



In group projects, make sure you have good and constant communication with your group members. This way you can catch if anyone needs help and get on that quickly. This class was actually one of the most helpful classes ive taken at tamu. It's very helpful in learning how to work in a team, so if you put in the work you will learn a lot.

This class takes an enormous amount of work to do well, but it is possible to have a full workload (I took 17 hours, CSCE 331 included) and get everything done. I have two pieces of advice for any future students. The first, manage your time well. Don't put off projects till the last minute because it will come back to bite both you and your teams. Second, don't be afraid to speak up, respectfully, to your teams if someone isn't getting their stuff done. Respectful and productive team communication is a NECESSITY in this class.

Don't be afraid to try new things and ask for help. There may be times where you might not know how do to something but there may be a YouTube video for that or maybe another student has worked on it.

On your projects, especially the group projects, define a hierarchy of importance to the features that you are planning to implement and plan the core features of the project as thoroughly as you can. Also, build the foundations of your project (the most core features) first so that you are not stressed out as you build the rest of your project since you are simply just adding new features that will enhance the user experience.

I would definitely say to be prepared to do A LOT of research along with coding; this class is an equal distribution of (1) Coding, (2) Research, and (3) Documentation, so expect that. Also, do not be discouraged about how much work things take sometimes, everyone gets it, but it gets done; and be more concerned with the quality of the project than the grade because, as long as the basics of the rubric is filled out and the work is put in, your grade will be fine (i.e., do not worry about your grade, as long as your working hard, your grade will reflect it...).

Be as ambitious as you like, so long as you have the free time to back it.



Make sure you are in constant communication with your teammates (Discord works really well for this). The work in the class is not meant to be done on your own, it is meant to be a team effort across the board. The best advice I think I could give would be to treat the Sunday deadlines as if they were due on Saturday. This allows for you to make sure everybody can have their work done before the actual deadlines and saves you the headache of trying to get everybody's work connected before the deadline. Most important one, learn how to use Git. Nobody wants to deal with bad merges and broken repositories in the middle of the project, especially right before a deadline. "

This class could be really fun if you stay on top of the workload. It is important to stay on schedule for both of the team projects. It is also very important for you and your fellow group members to quickly establish team norms and develop a good chemistry, as this makes the work done easier and stress free.

Ask for clarification when you need it, and do it early on. Any time there is an issue or confusion, time is your friend. Be proactive and initiate communication.

Make sure you keep up with weekly activities and reflections. Also, make sure you efficiently communicate with your teammates during group projects. Don't be scared to ask your teammates about their progress.

Communication is key. Ask your group members questions if you have any and make sure to have open communication as a group. It will really help in staying on top of each project and not falling behind on a sprint or a phase.

Also, be flexible. Things don't always go the way you plan so don't be too focused on a single part that you neglect other tasks. Compromise is huge and can also have the added benefit of helping everyone on the team feel like their input is valued and not overlooked.
