Any strong individually held views on some aspect of the project, that the group doesn't agree on, should be included (maximum 2 pages).

Brian

“The group was generally great to get on with but people held their views on design quite strongly and took a lot of time for small but important decisions to be made. My opinion on not having proper interfaces done earlier on is that people felt it was too complicated to figure one out as a group (in a meeting setting or otherwise) which meant that people had to do a lot of running around to find things which should, really, have been agreed at the design stage especially me as I am in charge of the controller part of the code. This strategy is not ideal or efficient and would scale badly to larger projects.”

Edward

“Our group works well together and I feel we are able to be very productive. Unfortunately I don’t feel that we put enough time into planning the inner workings of the system in the early stages of the project and as such met slight problems when it came to the integration of the project. We were able to produce a system that works well for a project of this scale, but if it were to grow substantially then a slight refactor would probably be needed - I don’t think this would be a huge task, but it would probably require us to step back and rethink some of our strategies. On a whole our group managed to get the work done, however I do feel that I put more time into the project than the other members of the group; this is however probably mainly to do with the fact I am somewhat of a perfectionist. I feel that this project has been a great learning experience, as I have learned what I am good at, and what I need to improve at.”

Oscar

Kristian

The project was interesting. It allowed me to discover what to expect when working in a team, an experience not provided by other modules in the course so far. The task was an interesting one that allowed me to challenge myself, taking the visualisations and graphics as my role, an area that I felt weak in, so that I could develop that with the help of my other team members.

The project could have run smoother with more preparation and in hindsight we needed to do much more work on the design to allow our individual contributions to the programming to work more more seamlessly. There was a lot of need to ask other members on how they had implemented certain aspects as it was not readily available from the design.

Kelvin