**Management Issues**

**Version Control**

Being new to git made using it properly a struggle. We managed to pull and push fine but we didn't really understand or use branches. We all just pushing directly to the master branch after testing on our own machine. This created issues where the code wouldn't compile for all of us and we had to talk to mark and figure out how to remove commits from the repository because of our lack of branch use. By the time we figured branching out we had already made all of our fixes so we were unable to utilize it fully.

**Teamwork**

Our strategy for teamwork was different than most groups. For us this is more of a technique than an issue. We would all decide on a bug to work on then go our own to solve it. When one of us had an issue or made progress we would communicate with each other via text message the progress made on the issue at hand. This would continue until the bug was solved then we would move on to the next and continue. A few of these had the issue of bugs becoming solved with no collaboration due to someone reaching the solution without questions or issues. Overall we would consider this technique to be pretty efficient. We finished our bugs with plenty of time to spare due to our time management skills and with no one being overloaded with work.

**Coding**

When first diving into pidgin it is easy to spot that there aren’t many comments. This makes understanding the code pretty difficult since it is such a large program. There was one thing that saved us though. The pidgin website includes documentation of the program that is pretty detailed. This wasn’t realized by some of us until about halfway through the project which really began to pick things up.