

Personal reflection report of group project - Lewis

For this project my role was to design the interface of the game via web technologies in the form of HTML and CSS. The reason I volunteered for such a role is that I take great interest in web development whilst it also being the general scope of my degree scheme (internet computing).

Whilst designing the interface I ensured that I frequently checked with the team that they were happy with the image and ethos of the web site to ensure my work was not disliked. After designing the interface my role was to continuously adapt the site to programmers' needs whilst also integrating the use of Javascript and converting the files into Java servlet pages (JSP).

By eventually learning to use a version control system (in this case GitHub) I believe I was able to contribute in an efficient and organised manor. Whereas at the start of the project myself and other team members tended to continuously exchange updated versions of files.

The main reason why I avoided a role in the general object oriented programming side of the project is due to my very average grades I had achieved last year when writing code in Java. I also do not enjoy this process at all, therefore I would have been unable to be enthusiastic about something I do not enjoy which would have degraded the overall group performance.

Most of the time the group were able to communicate and work effectively together. Although there was one time regarding my absence due to my part time job commitments. At first I believe the issue was dealt with unprofessionally but eventually all was resolved in an efficient manor. Asides from that minor instance it is to my knowledge that there were no clashes of any sort between group members. It is also good to see that it seems that everyone was assigned tasks in which they were most knowledgeable in. By splitting the project into assigned roles and responsibilities the project was very much completed in a timely and professional way.

Overall I am very happy with our performance as a group and I would very much like to work with my fellow group members again.