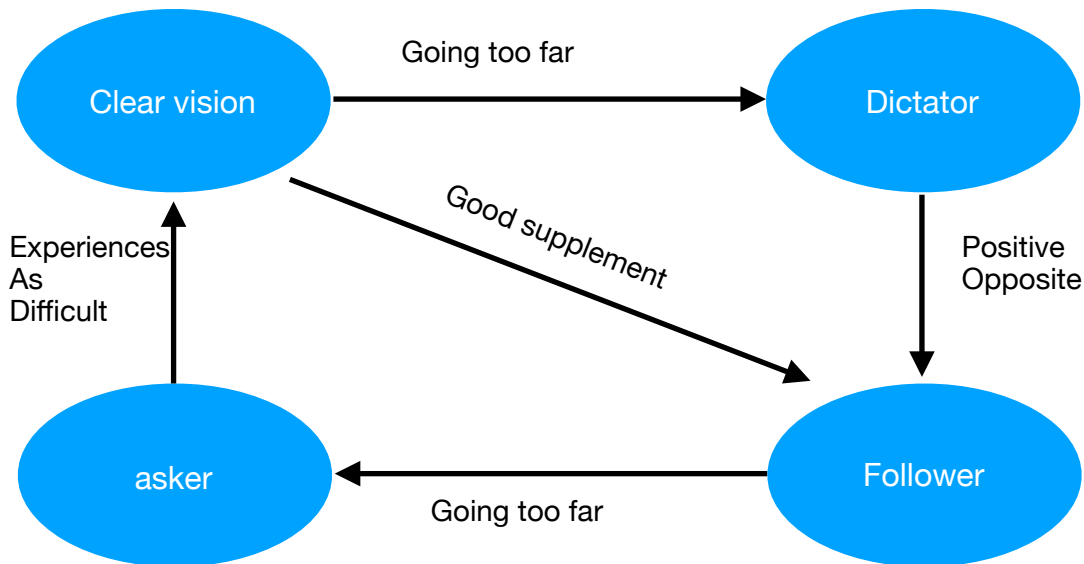Develop a Goal
Strong points:
In team projects I can most of the time really understand what is expected of the team and what needs to be delivered. With this I can guide the team in the right directions and prevent unnecessary work.

Weak points:
I have difficulties with explaining my ideas and when other team members have a problem I prefer solving it myself instead of explaining to them how to solve it.

```
                 Going too far
Clear vision ───────────────────▶  Dictator

Experiences              Good supplement      Positive
As                                            Opposite
Difficult                          ▼                ▼
    │
    │
  asker  ◀────────────────────────  Follower
                 Going too far
```

Create plan to achieve your goal
G-goal
I want too improve my coding skills. Since I'm still a beginner in this skill. I also want to practice understanding someone's else code faster. This is necessary since most coding projects will be done in teams.

R-reality
Since my last coding course (oop) I haven't done any practice in coding in Java. But I plan on starting as soon as possible once we start coding for this project. I think the best way is just starting on the project and learn as I go.

O-options
There are also some free courses available to further improve my coding skills in java but I don't think I will have a lot of time available to do those. So I hope in the beginning of the project the needed features for the first demos won't be too difficult to implement.

W-will
To reach my goals I think it's necessary too actively contribute to the project and put a lot of time in it.