**Self Reflection – Callum**

Our final game and my as well as my groups performance overall was pretty good, but there is a few things I could improve on.

From the beginning of the project, there were a few challenges. Within Software design I had not yet been involved in a group coding project. I had to adapt the way I thought so we could work in a group and the process overall was very different. We used trello as a record of what we’d done, what we were doing, and what was still to come. It worked very well and we ended up working together pretty well as a group.

I also in the past haven’t used a specific style of coding, and it was all a bit more beginner-based. Coming into this project I knew Finn was a bit more advanced and experienced with Object Oriented Programming, so I was able to improve my knowledge a little by adapting my code to fit with Finn’s. Through the process I have improved my programming knowledge and it worked very well.

The one major part of the project that I didn’t do very well and I think as a group we could’ve done a little better was time management. We got off to a decent start and were on track, but the pressure of other subjects found us neglecting the project for a little. Hence, we had to ask for an extension and work pretty hard in the last week or so. Apart from that our group performance and my performance in all other aspects was pretty decent and I think we did a good job.

Next time the only thing I would do differently is manage my time a little better so I could spend more time on the project earlier.