Personal Reflective Report

Group N07

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This document will describe my involvement with the second year group project (Monster Mash Game) and it contains my opinion of the project and my performance during the design and implementation phase.

At the beginning of the project there were many discussions what have to be done and how were we going to approach the group project. At the meetings we were splitting things that have to be researched in order for the group project to be done. We also got our roles in the group project. I was given a role of a coder and my task was to write the skeleton code of the project and later on to add the implementation of the Monster and Fighting class. During the coding week I took upon writing the JUnit test also because the person responsible for them didn’t submit any in time.

During the coding week there were a lot of problems with little things for example the fact that we kept changing the variables a monster is going to have and the database to store them till the very last day. Because of these changes there was always someone who had to update or re-write some of the code we already had. We couldn’t connect to the database at all and it made some of the work impossible to do as long the person responsible for the database connection fixed it.

Some of the group members really struggled with setting up version control ( GitHub ) or working with it and even after getting help and making it work they managed to break it. This was really frustrating for the whole group as we could not see what that person is doing or having him send his code through the email and us having to find what are the differences in the classes.

I believe that there is always room for improvement like everyone attending to the meetings or at least having an excuse. Most of the members didn’t even bothered to turn to the meetings and even skipped the one that was right after the exam we all had. We also agreed to work during the winter but almost no one even added their coordinates ( Skype for example ) so we can catch up to the work if someone actually did some.

There are a lot of things I learned about during this project, the most important of which was team work, the importance of communication and how important is the group you will work with and to do your task without delaying them because this sometimes slows or even interrupts the work of some of the members of the group.

As a total I believe that the group could have performed much better if everyone had put more effort into the project and if we had set up our own variables not trying to match the variables of other groups in order to be able to do server-to-server communication when we weren’t even able to communicate with our server.