Reflection report

1 Personal Development Plan

- **Quality Control**: I can be a quite chaotic or nonchalant student, and I am hoping to improve upon this in this project. I'm doing part of this by taking up the role of quality controller, and the Scrum development scheme should be a big help in learning how to plan / manage my time better.

- **Video Platform**: Video is something we've only touched upon shortly in our education, and we never made anything web-based that deals with videos. I'd like to learn more about how to do that during this project.

2 Reflection

I can say that during this project, I have learned how to deal with videos in a web page. Within the front-end team I'm the one who has worked with the video pages the most, even going as far as modifying the internal files of the Videogular extension in AngularJS to get the comment popovers on the scrub bar working. I've also learned a few things about the YouTube API and how to integrate it into your own webpage. I already had the most experience in working with AngularJS of our team, but I still feel like I now have a better understanding of how it works and how to use it correctly.

I feel like I have managed my time a little better than with other projects this time. Because we are continuously working as a group, it's important that we don't have to wait for each other for a long period of time. On top of that, having a clear planning and a deadline every two weeks really helped me to do things step by step and to not procrastinate too much.

Nevertheless, I feel like I still could've done better in this regard. Especially the time logging with JIRA has been an issue for me in this project. By times I did some work or research that didn't result in anything, so I didn't log it, other times I simply forgot to log or didn't know exactly when I started or how long I worked. So even though my work was done and I put

a lot of work into it, some of it hasn't been logged.

I think most things went quite smoothly in our team. Everyone was on Slack often enough to make communication easy. However, especially the communication between the frontend and the backend team could've gone better. Sometimes when working on the frontend we still discovered some issues with the backend, which then had to be solved first before we could go on with frontend development. This was annoying both for the frontend developers (who couldn't go on with their work) and the backend developers (because they had to fix these issues at times where they didn't plan on working on Design Project). In future projects we should make sure to have better communication between what the frontend needs from the backend, so that these issues happen less. For the timing issue a possible solution would be to have coding moments where we are physically together; however with the varying time schedules for lessons in our team and the fact that most of us don't live close together this wasn't possible in our case.

In conclusion, I think both myself and the team had some things that could still be improved, but overall it went well and I'm quite happy with how it turned out.