

## Project 2 Team Reflections – Jesika H Haria

### Team Functioning:

I thought that the team was very cohesive, and worked well together. In our very first meeting we laid down informal rules for team meetings, the only real one being commitment. All team meetings took place in Burton Conner, which was convenient. We decided that we would use class time to sit together and figure out kinks in the process, design and implementation problems, etc. Since the real success of the chat client lay in how well it would work as a unit, a lot of integration needed to be done. This would be the focus of our meetings, since we first gave each of our parts a shot. We all helped each other with different aspects as well. We set internal deadlines for certain tasks.

### Splitting up tasks

After studying the document, we realized that the project could be best split into three parts: the GUI, Controller and Server. I was doing the GUI, Anvisha did the Controller and Will did the Server.

We attempted to make the design as modular as possible, and checked for errors at every stage. Black box testing was a huge part of our design, and we thoroughly checked for a number of use cases, making sure the appropriate response was sent to the server and to the user.

Bugs were reported to the relevant team members, and more often than not, the entire team would brainstorm the most appropriate way to fix one bug without causing issues with other parts of the system.

### How we performed

In my opinion, we worked well as a group and even had the project done early. Our initial design basically held through to the final, and we had to make minor design changes, which were taken care of during meetings. All members put their best efforts into the project, and co-ordination of timings, etc. worked out without hassle.