**Professional Proficiency**

Through-out the semester, I have shown that I am human and have flaws. These flaws show up in the form of poor time management and self-motivation. It’s no secret I left things to the last minute, as I’m typing this, I have assignments due soon that I’ve barely started for other classes and I couldn’t understand why I’m like this. It made it harder to complete things last minute as I work eight-hour weekend shifts in the afternoon/night, so I was unable to utilise the weekend to do my work. It took a breakdown and some soul searching but I’ve found out that I really do care about this degree and my success, but I haven’t been able to figure out what my end goal is once I complete the degree. This has led me to mess around as if I didn’t care. I do care which is why I’m frustrated. I feel extremely embarrassed that my fellow teammates have had to put up with my self-implosion and I feel upset that I was unable to give it my all. I fell I have done enough to scrape through but I know I could have done more.

My problems didn’t arise early on. For the first two sprints my ability to complete the tasks at hand was normal besides the fact that I pushed my changes the day it was due. I completed them to a high standard and with relative ease. The first sprint had a small bug when merged with master branch on the last day therefore it took me and that person an extra few hours to work out why and who’s code needed to be changed. It ended up being mine so that one was technically done on time, and the bug was fixed shortly after completion that day. The second sprint I had two issues to tackle and both got finished on time with no major hitches. I was most proud of this sprint as I was able to prove I could carry a decent amount of weight and get through it. The third sprint was a sprint where We all were assigned on the same one issue and I took more of a back-seat role as Michael and Nick seemed to be leading it. I did try and help as best I could, but it took a while to get my head around Laravel. The fourth sprint I oversaw the porting of the homepage from our static site to Laravel. In my opinion, I did a good job with this and only ran into trouble when it came time to integrate our existing JavaScript into Laravel. I required a bit of assistance and Nick was able to help me with that one. Things began to finally unravel for me when I was assigned with adding an edit button to the semesters page. This was easy in theory, so I thought I could do my usual and leave it to the last week. This was a bad idea. I began to struggle and ended up running into problems with git where I accidentally locked my branch behind a read only SSH key. This meant my branch wasn’t being used and the half-written code was stuck on my home PC. My Team believed that I could do it and allowed me to continue it for sprint six. I approached this with a little more caution and began within a few days of the final sprint starting. I didn’t end up completing the sprint. The code is buggy at best and a mess at worst. I am extremely disappointed and upset. IT was close to being done but I ran into routing issues that prevented me from fully completing the issue. At this point my team were understandably mad and upset and refused to help me out of my own grave.

If I was to change anything about this entire experience it would be starting right away and asking for help early on. It made me look incompetent at best and a selfish, lazy teammate at worst. Although our project turned out great, I feel like I had only a small impact.

On the bright side, there were other aspects of my professional proficiency that I felt I demonstrated well. Communication was one of these. I knew that communication was going to be key in the success of our team. Agile outlines this with suggesting daily scrums in which members of the team share where they are at and ask for help if needed. Although our group didn’t see the need in having a scrum every day, we agreed within the first sprint that every few days would be the best for the team to best get across what we want without the process becoming a hassle. During these scrums there was no clear leader but everyone in the team, including myself, encouraged open discussion and allowed each team member to inform the rest of the team on their progress. I was always encouraging people in these meetings because I knew these scrums were they only way we could physically get across what we want as it was the only time we would be face-to-face with each other. As a group we also utilised Facebook Messenger and had a group chat with all of the members present. This allowed us to have quick communication if we needed help with a particular bug or issue. I made myself available almost all of the time to be able to help people in the chat. I would help motivate others by applauding success and recognising others for their help they were providing, even if I was not involved. This was me motivating the other members of the group and using the various ways of communication we had implemented to do so. I fell as though the impact of this can be seen in the screenshots provided where it helps spark conversation but it allowed the other members to feel more comfortable using the chat to ask for help, or get a second opinion.

Throughout the semester I have learnt a lot. I have learnt a lot about myself and about the agile workflow. Whether it was the group encouragement through scrums or it was the focus on human interactions over process, my approach to group work has completely changed. I would have never thought to put as much emphasis on meetings and communication but this whole experience has taught me how valuable it is to be able to know where your teammates are at and whether they need help.

**Technical Proficiency**

Going into this semester, I understood HTML, CSS and JavaScript to a basic level. I was able to create a static site that looked bearable. Alongside web 2, this project has help me learn PHP, and understand the fundamentals of a PHP framework, which in our case was Laravel.

Laravel, when we first encountered it, was a scary and daunting task. It seemed to be very different both in structure and complexity to anything we had ever used before. This made every sprint onwards from when we were introduced to Laravel, challenging in terms of both the issue itself and the implementation. I am proud of where I am now and how far I have come. The third sprint we were all assigned to the same one issue. This was to help us learn and understand the Laravel framework. In the beginning, Michael and Nick showed that they could adapt and learn faster than I could, as a result they took charge. I took a more backseat-programmer approach as I tried to watch them and understand that way. I was of a bit of help a few times as I was able to identify similar patterns to other languages that allowed me to follow the logic. This allowed me to continue learning the framework so that by the end of the semester, I was comfortable in using the framework and was capable of utilising the features. I was able to achieve this mostly on my own but if I was stuck, I would ask for help clarifying and the rest of the group was good at helping.

For sprint four, I had to port over the home page from our static site to the Laravel framework and convert our pre-existing JavaScript. This was a significant step for the team as this allowed us to retrieve the dates from the database and generate them on the fly rather than hard coding dates into a table which is what we had in our static site. Although this doesn’t seem like a big achievement, it allowed similar logic to be used in our assignments and semester’s page which were our standout and more technically challenging pages. This was a good example of me implementing a design feature or skeleton that furthers the project.