0251568-Karla

1st-PERSONAL LOG

I think both Paola and I underestimated the prototype. At first we came up with two ideas and ended up deciding on one but we didn't think of how we'd make the games work, they still need some adjustments but they're halfway there. In the end we were able to make it work and since our agendas didn't match we worked separately but with great communication at all times.

For me, I got to work and learn new things and I enjoyed it, even though the time pressure was not helping too much since I feel like I could've made a better job. Paola and I have worked together before and we've always had great communication and even though we thought it would be really hard to pull this off, we did the first part already and will continue to work on it so that it improves way more than how it already is.

2nd-PERSONAL LOG

For this second delivery of the project we already had a base for our website and a solid idea of what we wanted to do so it was easier to start from there.

Personally, I think this project is helping us have a great experience and is putting to the test all that we've learned from this course in one single place. I really enjoy working on the frontend as I tend to be more design oriented but backend is also really interesting and would like to continue learning about all the possibilities when it comes to both, front and backend. As I'm reflecting on what we've done through this project and semester, I think I've learned quite a lot and have gotten better at this, even though there is a lot of room for improvement. I loved seeing the difference from the prototype we delivered at first and how it's going now.

My team and I have great teamwork and we've always had great communication as well. It's easy to talk between us and there's really no conflict at all when we have differences or different opinions about a certain topic which makes it easier for us to

come to an agreement and solve things pretty quickly. I've enjoyed working with Paola quite a lot and I'm excited to see how this project concludes.

FINAL PERSONAL LOG

As the final delivery deadline approached, I personally felt quite stressed and overwhelmed by everything we needed to accomplish. However, looking back, I'm incredibly proud of what my team and I were able to achieve and deliver. One of the key factors in our success was maintaining good communication throughout the process. Since our schedules didn't align for us to work together in person, staying in constant contact was essential for keeping the project on track.

Seeing the beta versions of the websites created by other teams was both inspiring and motivating. It pushed me to strive for better results, and we made sure to incorporate most of the feedback we received to improve our final product as much as possible.

This project was a valuable learning experience. Although it was challenging at times, I can confidently say we put a great deal of effort and dedication into it. That commitment is something I'm genuinely proud of as a team.

0252419-Paola
1st-PERSONAL LOG

Honestly I think I paid way more attention to other works than on this due date. When I finally noticed the time was starting to grab my feet it was kind of late. Our ambitions and wishes are set and it's just us who will make the project work. I feel like our communication as a team has improved since day 1 till today.
Personally, I got to work on something I had never done before. The stress is there and the dyslexia while writing height but even with all of that I am pretty proud of how it turned out.
Karla and I work very well together, so even if I was a little scared of how we would make it work, we did it. We still have a path to cross and many more things we need to improve but I'm sure they will turn out great.

- This has been a challenging project. There are a lot of things to combine and to get done that honestly seem quite difficult. For the BETA version we had some difficulties, mainly because there was no API that seemed correct for this project.

Plus, some of the games and the activities were hard to merge. The local host had some issues in merging some things and it was quite a challenge. I do believe that my team and I work well together. Sometimes one carries the weight but then the other one follows and then the papers are inverted.

Well see how the final work ends. I'll give my best and use the knowledge we continue acquiring to improve it.

This last delivery has been the hardest one. Not only because we had finals going on and too much work that needed to be done. It was hard to finish the work and implement the critiques that we read about it. Even the filter of deciding to pay attention to the critique or not and how to implement it.

What I had more issues with was the react, it was very confusing at first and a work that seemed like it would take me forever. My issue was as well with the functionality and having to work with the idea that it would not turn out to look exactly the same as it did in the html.

Overall I may say that there were things that I wanted to implement but didn't had the time to. This doesn't make me less proud but somehow unsatisfied.

As a work it was a good job, some errors in communication sometimes but good.