My primary individual contribution to this project was the idea for and implementation of the virtual pet feature. Even though it was my primary responsibility and Ben and Spencer both took control over separate and equally important sections of the code, we did follow through on our plan from the first semester to meet weekly and ensure that all progress wasbeing made in the direction which satisfied the entire team. We also included our advisor, Professor John Gallagher, in some of these meetings in order to gather his feedback and make sure we were progressing in a trajectory which would be satisfactory to UC's requirements. I learned a lot this semester and grew as a developer in a lot of ways, from both this feedback and additional research I did online.

The main competency I needed to grow in order to complete this project was a proficiency with flutter and githib. Despite my experience and github's status as an industry standard technology, this was actually my first time using it to complete an engineering project so it introduced a lot of timely hurdles. I also spent a lot of time looking at online flutter documentation to figure out things like how to create unique and fun pages, how to create and modify widgets, how to pass data between files and how to persist data between user logins, etc. The result of all of this education was the creation of multiple pages to allow for the creation and customization of pets. The pet customization screen especially required me to import all previous customizations done to the pet up to this point and the creation of a new widget which would allow someone to scroll through their available cosmetics and select which ones should be displayed. All of this took a fair amount of time but I am pleased with the result.