ANDIE is developed by group HHH. Which consisted of me, Beckham, Glenn, Max and Jeet. Things we had to do included the filters and features in ANDIE's requirements, documenting such as the read me file and commenting along with testing and making sure everything works.

To complete ANDIE, we essentially chose features to work on, let the other group members know so other people will not work on the same thing and then work on it. This way each member could choose a topic that they understand or have a specialty in. This worked quite well on getting the work done. As shown in the progress meetings where we were clearly ahead of schedule as our group members were quite eager to complete Andie. So, whenever we had spare time, we would have people working on Andie. We completed Andie quite early on which left us time to do other assessments when they came out. An example of this was that I had completed flip and rotations 2 days after the getting started lab and Beckham had also completed 2 if not 3 features by then. Other members soon followed as we had mostly finished Andie by the first 2 weeks. Leaving us plenty of time for other assessments and plenty of time to finish off Andie before the deadline. Even though we worked up to the deadline fixing minor bugs, and documenting. We were never stressed on time. So, when handing in the first milestone, I was quite happy with my progress towards Andie as I did a good amount of work and was happy with the condition of Andie, we were handing in.

However, this structure did have some flaws. An example being the allocation of work. As we didn't hand out the task on day 1 and just left at least 1 task for everyone. This turned out to be flawed if somebody had other activities towards the start and didn't start anything, they would only have one thing to do. This occurred to me at the start of the 2nd part. As Beckham had finished off some tasks in the break. So, when I finished negative filters, everything else was already in progress or done. This made doing work awkward as it would be hard to slide myself into a task that is in progress as I would have to be caught up in things and the current features were quite complex. So, I ended up just doing testing and documentation. Another flaw would be the lack of help with difficulties. As we generally only had 1 person doing 1 task. Some high work low complex tasks had multiple people such as Multilingual. It was hard looking for help as each person helping would have needed to be caught up on everything that had been done and bug-fixing code from somebody else tends to be quite challenging.

To improve the structure, I think that we should have allocated work more evenly and set groups of 2 to do each filter. This way, each person would be able to do their share of the work compared to the old system which consisted of whoever has the most time doing the most work. Setting 2 people onto each task, which would have made tackling any challenges easier as the two people would have been able to bounce ideas off each other.

Overall, I feel that my group did well but lacked structure and identity. We didn't allocate roles to anyone which I felt we should have. Though I did try to be a "group leader" as I was planning study sessions, trying to see what needs to be worked on and communicating with the rest of the group. However, as Andie was getting completed at a comfortable speed and we had great communication via our discord server that everyone was very active. My leadership began to dim down. I should have kept my leadership up and tried to allocate work better and have more strategies when it came to work being done. This way, we would have been able to take care of the flaws. As it came to a point where people didn't have work to do. In general, I felt that my group worked well but had some major flaws and that I did a fair share of work the first hand in but couldn't do much work the second hand in due to structure. But I am proud of the final project which is ANDIE.