

# Individual insights report – Leon

## **Collaborative software development**

Developing software together in a team efficiently is hard. This already manifests itself when you start thinking about how to exactly define a Git / Github workflow such that the amount of parallelization conflicts is minimal. In retrospect, we should've been more strict about this and actually branch out every time a new feature is implemented or something is tried.

## **Dividing responsibilities**

Next time when I work on a coding project, I will make sure that early on, we get a clear picture of the functionalities the product or MVP is supposed to have and that the entire team agrees upon it. Then, splitting up the tasks into disjoint sets with optimally clearly defined interfaces in between will be easier and less conflicts emerge from people trying to do the same thing but slightly differently.

## **Continuous integration / development pipelines**

Github Actions is great when a product is continuously developed further to just push the changes from the production branch automatically to a server. I will definitely consider this for future projects.

## **Frontend architecture**

As I have never worked on a fullstack pipeline before, I learned a ton about frontend development using Javascript but also html to actually design and build a website from the ground up. .... To be continued tomorrow

## **Backend architecture**

## **Communication between frontend and backend**

## **Hosting a website**