

Splendor Project – Experience Report

Lukas Ott

In the Splendor project, I took on the role of Scrum Master. That included setting up our DevOps infrastructure, organizing and moderating all meetings, splitting the team into smaller groups, delegating GitLab issues, and keeping track of our overall progress. I tried to make sure that everything was moving forward, that everyone knew what to do, and that deadlines were met. A big part of the role was simply staying on top of everything, knowing what was happening and what still needed to be done.

This role was especially interesting to me because I also work at a startup as a working student. There, I see how much coordination and flexibility it takes to keep things running when people are constantly switching between tasks. Being responsible for that in our project gave me a new level of appreciation for how much effort goes into structuring a team and keeping timelines under control. I also realized how difficult it can be to delegate and not just do everything myself. That's something I've definitely struggled with, but over the course of the project I got better at letting go and trusting the team to own their tasks.

One part I was directly responsible for was creating the project plan. We ended up slightly overshooting the original timeline, but thanks to the buffer I had built in, it didn't become a real issue. What did catch me off guard, though, was that about ten days before the deadline, I realized we had missed an important requirement. We managed to solve it in time, but it made me aware that I need to improve how I track progress across both technical features and requirements. Just watching GitLab tasks isn't always enough.

Beyond the organizational side, I also contributed on the technical end. Together with Leonardo, I built most of the database layer and wrote the REST API for login, user management, and related backend functionality. It was a good exercise in writing clean, functional code that connects backend logic with actual user needs.

Later on, I also worked on the AI bots. I didn't write the core algorithm, but I built the full structure around it. This involved setting up the GameControllers, building logic to calculate all possible moves, and writing helper functions that made the bot's behavior feel more natural. It was an interesting combination of system design and game logic.

I also supported others wherever I could, helping with DevOps, debugging or being a Pair-Programming partner. One part I'd like to highlight is the integration of the backend with the UI, which involved connecting the database layer and REST API to the actual frontend features. Overall, I learned a lot about what it takes to balance leadership and technical work, and how much coordination is happening behind the scenes to keep a project running smoothly.