

## **Team Evaluation**

I feel that I learned a lot from this experience. I feel that I am pretty good at backend work, but when it comes to front end work I am almost useless. My partner on this project is much better at front end work than I am, which I think made us a good team. He is also much better at the bird's eye view, and laying out the overall design of the project. I had never developed a web application before, so I feel I got a lot out of that too. My Visual Studios IDE was getting a weird error when I tried to use web templates, so I had to develop a lot of things on the console, and then have Rick move everything over later. When it came time to convert the console to the web, we used an IDE I had never heard of before called Mono Develop. For the actual implementation of the category and subcategories I used a dictionary with a string as the key, and a list as the subcategories.

I feel that the work distribution was as equitable as it could be, but because of my issues with Visual Studios Rick had to do a lot of the configuration combining on his computer, although I was there working with him through most of that process. Rick also has his own server, so he had to do all of the work of pushing the project to the server. However in terms of functionality of the project I feel the work was split right down the middle.

I think that being able to break into groups and choose a project at an earlier time would be very helpful. In our case we originally wanted to make a game, but we did not know how to use the necessary software. So when we realized our original project was not feasible, we quickly had to try to change. The second project we picked was for a music app. Neither of us was all that excited about that, so later we changed again to a web app. We probably lost about 3

days out of the 2 weeks that we had to work on the project trying to figure out what kind of project we wanted to do. So this is why I think that choosing the project earlier would be helpful.