

NAME: Caleb Olugbemi

ROLE: UI Team

Reflection

Being part of the UI team for our chess game project was a good experience for me. I didn't handle the main design, but I played my part by supporting the team with small tasks and testing. Most of my work was checking how the board looked, making sure the pieces showed up correctly, and trying out features like undo and turn display to see if they worked as expected. I also gave feedback when something felt confusing or could be made clearer for players.

Through this, I learned that even small contributions matter in a project. Sometimes fixing a little detail, like making sure the turn indicator updated, made the whole game feel smoother. I also realized that user interface design is not just about looks, but about making the game easy and enjoyable to use.

Another thing I gained was experience working in a team. It showed me that everyone's effort adds up, no matter how big or small. Communication, patience, and supporting each other made the project come together. Overall, I came out with more confidence, a better understanding of how UI connects to coding, and appreciation for teamwork in programming.