**Project Reflection Report**

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**Introduction**

My name is FARUK SANI AIMAN, and I was part of the development team that worked on building a chess game during our Python Beginners and Advanced training. This project was a great opportunity to put into practice the programming skills I learned in class while also developing my problem-solving and communication abilities. It allowed me to see how theory could be applied to a real software project.

**Teamwork and Collaboration**

Working in a team was one of the most rewarding aspects of this project. I discovered that effective collaboration goes beyond dividing tasks—it requires listening, sharing ideas, and supporting one another when challenges arise. Each teammate contributed unique strengths, and together we were able to create a functional chess game. This process improved my ability to cooperate, adapt, and work toward a common objective.

**Challenges Faced**

One of the main challenges I encountered was using GitHub for version control. I struggled with updating repositories, resolving merge conflicts, and ensuring my code stayed in sync with the team’s progress. Additionally, balancing this project with other academic work was sometimes difficult, which taught me the importance of better time management.

**Conclusion**

Overall, the chess game project strengthened my technical knowledge of Python, enhanced my teamwork skills, and gave me practical experience with tools like GitHub. These lessons will guide me in future projects and prepare me for more advanced software development tasks.