**SELF REFLECTION ON PROJECT WORK**

As a member of both the development and UI/UX team for the chess game project, my primary contributions were focused on building the graphical interface and ensuring its integration with the backend logic. I worked on designing the Tkinter-based board, making it interactive so players could easily select and move pieces. This required close collaboration with the backend team to synchronize the board state and debug import issues. I also assisted in testing move validation and running automated tests with pytest to verify functionality.

One of the biggest challenges I faced was learning UI/UX design for the first time. While I had prior programming knowledge, creating an interface that was not only functional but also user-friendly pushed me outside my comfort zone. I had to quickly familiarize myself with Tkinter, event handling, and design principles that ensure usability. This challenge, however, became a turning point, as I gained valuable practical experience in UI/UX that will benefit future projects.

Beyond technical skills, I learned the importance of version control through GitHub, team communication, and systematic testing. Overall, the project helped me grow as a developer while introducing me to UI/UX design and reinforcing the value of teamwork.