**SELF REFLECTION ON PROJECT WORK**

As a member of the backend team, I contributed primarily to developing and maintaining the core game logic of the chess project. My work involved ensuring that the backend correctly handled board state, validated moves, and enforced turn-based play. I collaborated closely with the UI team to provide consistent data structures and functions that could be integrated smoothly into the Tkinter interface. This helped ensure that the gameplay experience was stable and intuitive from both backend and frontend perspectives.

Another significant responsibility I undertook was project documentation. I prepared clear explanations of the system design, backend architecture, and testing approach so that the project could be easily understood and maintained by others. This process taught me how critical documentation is in software development—not only for team coordination but also for long-term usability and knowledge transfer.

I also played an active role in implementing and running automated tests using pytest. By writing and executing test cases, I gained deeper insight into debugging, test-driven development, and continuous integration through GitHub Actions. This was at times challenging, but it reinforced the importance of testing for project reliability. Overall, this project allowed me to strengthen my backend programming, testing, and documentation skills while improving my ability to collaborate effectively within a team.