

Gaming Analytic Dashboard: Reflection Paper

By Kian Bagherlee

Throughout our project, I can confidently say that the team adhered to many of the Teamwork book principles. As well, while many teammates do have potential areas for improvement, everyone's strengths really shined throughout the project, resulting in a great product that brought everyone immense pride.

First off, the team was able to effectively settle on the final goal: an analytics dashboard for Steam reviews. We had outlined that it will take reviews from a variety of games, utilizing Steam's API, and create a dashboard with various insights. Right from the jump, we knew generally what the end result should be, and a few of the main core features that should be incorporated. This naturally flew into conversation around how to begin splitting up the work, and perform initial research towards each step of the pipeline, starting at scraping the Steam reviews. This end-goal was reached through a few initial meetings, where each team member shared their opinions and desires. By being receptive to ideas and desires, the team created a good workplace culture, giving comfort and stakes to everyone in the group. This truly helped solidify the commitment from every group member, and led to more thought into one's work. Not only did this increased thought in work bring greater results, but recognition of good work helped each member to finish their contribution through a very busy end of semester. This is just a preview into the high standards everyone set for each other in the group, and one that everyone upheld.

Each team member had clearly spent time in class, and had been polishing their skills before coming to begin this project. This resulted in an incredible product, one that could only be done by those who were competent in what work they did. However, each member does have a few skills they should work on, in order to make future teams they work on operate more efficiently. Therefore, the following is a short analysis on each team member.

Katie: Katie was incredibly passionate about this project, wanting to make sure the deliverable had many features for the user. As well, she was very determined to accomplish her tasks, making sure it'll be accomplished. Finally, she did a great job organizing the team's timeline. A few things she could work on is first, pitching features that are within the scope of the team's abilities. Second, she could start being more aware of upcoming deadlines. Finally, she could be better at file organization.

Yabei: Yabei is very clearly a skilled worker, who was able to accomplish just about any task requested. As well, she is incredibly organized with her file and code structure. Finally, she gave

good advice throughout the project. A few areas of improvement include commenting her code more, speaking a little more during meetings, and a little more willing to pick up extra tasks.

John: John was a very good worker, being able to finish difficult tasks faced with. As well, he was very good at setting-up file structure, making the repository very well made. Finally, he was very communicative, and would give constant updates of where he was with his tasks at all times. A few areas to improve in includes adhering to DevOps principles more, accepting outside help more, and being more open to features.

Suim: Suim was very enthusiastic about this project, and was very happy to do work throughout. As well, she was incredibly diligent, and was able to get all the work done in time. Finally, she asked important questions that helped during the early stages. A few areas for her to work on is first, commenting on her code a little more. Second, is to speak more during the meetings. Finally, I think she should work more on communicating any issues with her code.

The group sat down together, and spoke about what good and bad we think the team did as a whole. Things to improve on were the first discussion, where the main points were more communication and overall better code management. Our group realized we should have set weekly meetings throughout the semester, since the formation of the group, to discuss the tasks at hand. As well, this would help with the code management issues that still plagued our group. The meeting ended with highlighting the positives, where we said how proud of the product we were, and how well the team worked. No one did a task that someone else was doing, fully eliminating any redundant work, and making our entire process incredibly parallelized. Overall, with clear areas to work on, the group settled on the fact we were proud of everything done.