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Self Reflection

This group project has been one of the most helpful parts of my learning so far as an intern taking an advanced Python course. Even though I was not the main person writing the code for the game, I played a big part by writing the documentation, organizing the files, and getting everything ready for the final presentation. Doing this made me go back and really think about the core Python topics we covered during the course, like functions, loops, classes, and object-oriented programming. I had to understand what my teammates were building so that I could explain it clearly, and that actually helped me learn more than I expected.

One of the most useful things I got from this project was learning how to use Git and GitHub in a real group setting. I got used to making commits, pulling updates, creating branches, and handling merge requests. This showed me why version control is so important when multiple people are working on the same project. It also helped me get more comfortable using Git commands and GitHub's web interface.

I also got a chance to see how continuous integration works. We used it to make sure the code was tested before merging changes. That taught me how automated tools can save time and catch problems early. Even though I only wrote a few of the actual tests, I learned how to run PyTest and check that everything was passing before we moved forward.

Working with a team taught me more than just technical skills. I had to communicate clearly, keep track of everyone's progress, and make sure our documentation was easy to follow. I also had to prepare to present the project, which made me think about how to explain technical work in a way that makes sense to people who might not have written the code.

Overall, this project was a good mix of technical practice and teamwork experience. It made me more confident with Python, GitHub, and group projects. I feel better prepared for the future, whether I am coding, documenting, or presenting work to others.