

it was fun and I learnt a lot. I'd say that's a pretty good summary of my experience for this project.

the game our group was given to code was really nice in my opinion. difficult enough to challenge us, but not so much that it'd be an overwhelming task

I was assigned to be one of the developers because I was a bit more comfortable with python than the others

I'd say that was pretty nice as I was forced to become more proficient and apply what we were taught much more than I would have at any other role.

concepts like classes, special exceptions, ui interfaces, etc made more sense when I started applying them

I was also exposed to some things that I had to experience myself like writing clean codes, code organisation, how to contribute with a team using git/github etc

so overall this was an invaluable and necessary experience I and all the others in my group needed to cement everything we learnt.

the feedback I received internally and also from when we were reviewed by our peers opened me up to new perspectives, so that was also nice

I'm very happy with what we were able to accomplish, and can't wait to start building some cool stuffs with python on my own.