

UCHE EBUBECHUKWU UCHE UDUMA'S INDIVIDUAL REFLECTION

I had the opportunity to work as the leader of Group 18 as we underwent the process of creating our snake game project. From the beginning I knew it wasn't going to be an easy task. I requested to our facilitator to remove me from the position because I felt it is one which might be too much for me to carry. But he told me that I should attend the group leaders meeting first and if I still wanted to drop the post I should contact him after. I did not.

Working on this project gave me a taste of leadership. Knowing that the ultimate success or failure of the project could boil down to your leadership style was both daunting and slightly satisfying. I learnt how to organize a dev team to the best of my abilities; fixing meetings, getting individual updates from each team member progressively. I had to learn each aspect/role the project entailed so I could properly assist whoever needed me. Because of that I was involved in everything from developing (front and back end), testing, preparing docs and would also be very active presenting when the time comes.

I learnt so much working on this project, even more than I learnt in class. And if given the chance, I'd do it all again.