Personal Reflection

For this project, my main responsibility was to create the README file for our GitHub repository and help prepare for the presentation. At first, I thought writing a README would be straightforward, but I quickly realized that good documentation is almost as important as the code itself. I had to figure out how to structure the file so it was clear, easy to follow, and gave anyone looking at our repo a quick understanding of what the project was about. I included sections like installation instructions, controls for the game, and credits for our team’s contributions. Writing it taught me how important it is to think about the audience—someone who might be seeing our work for the first time.

Another part of my role is helping with the presentation. Even though we haven’t presented yet, preparing slides and figuring out what to say has made me reflect more deeply on what we actually built. Explaining the game and the process in simple words is harder than I expected, but it’s also helping me understand the project better.

Overall, I learned that contributing to a group project doesn’t always mean just writing code. Documentation and communication are just as valuable. This experience showed me the importance of clear writing, teamwork, and being able to share our work with others in a professional way.