

Kyle Kukshel

CS 2340  
"The Flea"

The people in my group had a name for this class, "The Flea". Why? Because like any other small annoying insect, this class was a constant nuisance. Granted, this is coming from a CM major who didn't find much use for this class, but it IS required, hence it requires your attention. This is where our group failed. Due to the nature of the class, it is easy to not attend to the project, as milestones are about every week, but incremental enough to not cause too much trouble. However, it IS very easy to get behind due to this reason! If you start putting the project off more and more, it becomes more and more tiring, making you want to pay less and less attention to the project. It is a spiral into constant sorrow.

Keeping this mind, keep up with your project! Waters does a good job to tell you to not to be wary of delegating members to do specific parts of your project. This becomes the most efficient way to do things, because if one group member falls behind, the whole team will not fall behind. Designating a certain person to do the writing, certain people who like to do coding to do the coding, all these decisions will make the class much smoother for you in the long run. Granted, this probably isn't the only way to organize your group, but this is what my group found to be efficient after struggling for a bit with relying on everyone for everything. Specialization allowed us to perform our individual tasks better, helping us build a better team.

On a short end note, be sure to try and meet every week. Our team had a designated time that we met every week, even if we feel that we didn't have to. This allowed us to discuss what was do with the project next, and even possibly start working on it. It was also here that we could bounce ideas and problems off each other to gain valuable feedback that we could apply.

