

The Point of Sufficiency

Weekly Report 29: 4/6 - 4/12

The point of sufficiency is often defined as the point where something could stop and work as intended, although, not at the highest performance. This generally applies to projects when the baseline of the project is done.

This past week my project had reached the point of sufficiency. The point of sufficiency for this project was once all of the features had been implemented.

Despite having reached this point, it was necessary to see if all the features worked when integrated to one another. This presented a new challenge: integration and code clean up. Because over the past 3 months there has been heavy development and very little maintenance, the programs were rather messy. However, a large part of software development is not only development but also code maintenance. While there have been some instances of maintenance through tools such as GitHub, it was necessary for me to do a thorough code clean up. In doing this, I gained further skills of a software developer while also improving upon the very basis of my project.

Reflecting for the future, while my project had reached the point of sufficiency, this was not the point of over-achievement. As many have said in the past, "the end of one journey marks the beginning of another." The end of the point of sufficiency marks the beginning of rapid improvement and expansionism. It is important for me to continue working hard to make this project the very best it can be. Looking back, this project has taught me so much more than just the application development tools, computer vision, and python tools. It has introduced me to the project life cycle and the general workings of a software developer. As I continue on with this project, I will be looking to make it a truly revolutionary product.

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