

Statement of Contribution

My name is Botond Kreicz (ID: 115335711) and I am a developer for Team 8 for the module CS3305. In this brief statement I aim to give a breakdown of the efforts of myself and my team members.

My Top Five Contributions:

- **Website:**
 - I wrote the majority of code for the web-pages using PHP and HTML, with the former being used to minimise code duplication, to interact with the database and to change some of the pages dynamically. I used CSS for styling.
 - For the record, the register, login and logout pages were written by Jason and the tutorial was written by Oisin, I just integrated the former and made the latter into a web-page.
- **Continuous Integration and Relieving of Duty:**
 - As mentioned earlier, parts of our website has been written by other team members and as the person most familiar with the website and its structure, it was my duty to integrate the web-pages written by Jason and the tutorial written by Oisin.
 - After Jason received his exemption, I took over his duties as the person responsible for maintaining and updating the various tables in our database. Using SQL and PHP, I created a new table to keep track of the various game sessions and their statuses, I add a method to the login page that rewards the player with a daily bonus and I updated the home page to display the player's information when logged in.
 - While Conor was abroad on holidays, I took over his duties as scrum master.
- **Single-Player Version of the Game:**
 - I wrote the text-based single-player blackjack game in JavaScript to serve as a tutorial and as a proof of concept. It is very simplistic; taking key presses as inputs and using timed function calls to keep track of the player's statistics; however, it serves its purpose.
 - For the record, the animations and the related code has been done by Conor and the method used to redirect the player to the home page was written by Sean.
- **Multi-Player Version of the Game:**
 - I wrote the text-based multi-player blackjack game in Python. The idea is that one of the players hosts the game session by starting a server and all players, including the host, connect to it. The host server is responsible for the game, keeping track of the players' statistics and who's turn it is as well as having the dealer AI and is responsible for broadcasting messages. Each player has a

client with which to connect to the host server, make game related requests and to send messages. Each player also has chat server which receives chat messages from the server and displays them.

- For the record, María has assisted me in making this version of the game.
- I also created the GUI using tkinter for the client and added pickling to the client and game servers.
- **Documentation:**
 - I created the user manual, aimed at inexperienced users, to help them navigate and utilise the website.
 - I wrote the messages guide, aimed at people with an experience in Python to help them better understand how the client and the server interact.
 - I added comments to the PHP, HTML, CSS, JavaScript and Python codes to help people get a basic knowledge of how everything works.

Estimated Effort of Team Members:

<u>Name</u>	<u>Total</u>	<u>Relative Effort</u>	<u>Main Contributions</u>
Aaron Rossiter	16.667	4%	art and documentation
Botond Kreicz	118.833	31%	[same as above]
Conor Sheil	47	12%	grooming the sprint backlogs and animations
David Crowley	3.667	1%	art
Dylon Condon	11.667	3%	art
Jason Power	78*	21%	making the website login based, creating some of the web-pages and keeping the database up to date
María Martínez de Rute	34.334	9%	writing the pseudo-code, assisting in the creation of the game and the chat and documentation
Oisin O'Riordan	11.5	3%	writing the tutorial and animations
Sean McCarthy	60.334	16%	grooming the product backlog
Total	380	100%	N/A

Please note that while I did my best to calculate the efforts of everyone fairly, some E&O may occur, though it should not affect the relative effort significantly enough to make much of a difference.

For tasks that were done by multiple people, I equally divided the

tasks' points between the people responsible for them (e.g. if a task is worth 6 points and 2 people are involved with it, each person receives 3 points for its completion).

To make things fair, I did not count the points for the first sprint as nothing of significance was done and simply agreeing to

For the individual contributions, I am going off of what is available on Trello, as such I take no responsibility if the information is incorrect as it is supposed to be every member's duty to assign/remove himself/herself to/from tasks accurately.

*During the sixth sprint, Jason received an exemption and did not contribute anything to the project from there onwards.