

YOUR NAME: Ian Kaiserman

YOUR TEAM NUMBER: 6

CS 490 Team Evaluation and Self-Assessment

This form must be completed and submitted by each team member individually through the Task P.E link.

Leave your answers in red. Not following the instructions or format for this evaluation may result in a 10% deduction from your own project grade. You must submit it to receive a final grade in the course.

The baseline score earned on the project is the same for all team members. Your share depends on your individual contribution to it, as assessed by your team members and yourself. Your responses will remain confidential, but obviously everyone knows who is on your team.

Consider the performance of your team across all work in the two quarters, not focused on any particular part. In other words, over the course of the project, address how everyone did *on average*, in your opinion.

Indicate what each team member did on your project. For shared effort (i.e., completed by more than one team member), subdivide the work by each contributor.

Member	What <u>They</u> Did
You	PDF rendering, reading traits from database, extensive bug fixing and testing on UI and PDF rendering
Neriah	Magic Item object, helper class, tweaks to UI integration on magic item object related things
Evan	Most UI work, integrating some backend with UI, UI layout and styling
Ian B.	Pixel art editor front and backend, tracking our requirements as we integrate UI

From your perspective, estimate the percentage of work performed by each team member:

Member	Percentage <u>You</u> Say <u>They</u> Did
You	25
Neriah	25
Evan	30
Ian B.	20

(must sum to 100)

From your team members' perspectives, estimate the percentage of work they would probably say you performed:

Member	Percentage <u>They</u> Probably Say <u>You</u> Did
Neriah	25
Evan	25
Ian B.	20

Explain any major discrepancies between the percentage you gave yourself and what you think your team members would give you.

Mostly just from my and Ian B's work being very detached from each other so he might not have a very accurate depiction of how much work was done.

From your team members' perspectives, estimate the percentage of work they would probably say the other members performed:

Member Doing Evaluation (not you)	Member Being Evaluated (not you)	Percentage <u>They</u> Probably Say <u>Member</u> Did
Neriah	Neriah	25

Neriah	Evan	30
Neriah	Ian B.	20
Evan	Neriah	25
Evan	Evan	25
Evan	Ian B.	20
Ian B.	Neriah	30
Ian B.	Evan	30
Ian B.	Ian B.	25

Explain any major discrepancies.

No major discrepancies.

For each team member, briefly describe their strongest aspects on this project:

Member	Strongest Aspects
You	Ability to coordinate putting the teams work together and manage it using my git knowledge, knowledge of a little bit of everything to help with testing.
Neriah	Strong knowledge of how the magic items worked help a lot with implementing the UI and testing lots of issues.
Evan	Most knowledgeable about the UI, helped the most with putting it together, styling it, making it look like what we envisioned it to be.
Ian B.	Being the only one who truly understood the art editor, helped a lot with figuring out how to use it in the application properly.

For each team member, briefly describe their weakest aspects on this project:

Member	Weakest Aspects
You	Poor time management at times, sometimes had long stints in between code submissions
Neriah	Poor communication with team about work done at times
Evan	Not much knowledge of backend functionalities, held back UI development at times until other member could help.
Ian B.	Limited knowledge about many other aspects especially the UI, made it hard to make major contributions late in the project

For your own weakest aspects, explain what you would do to improve your performance if you had to do this project over again.

Do a better job of consistently scheduling times to work on the project, really hammering in putting time aside for it and gaining a good flow of work.

Indicate any issues or special circumstances that may need consideration in the evaluation of your project.

No overall team issues.