**Group 10 Personal Evaluation**

Ancel Carson, Jacob Kelsey, Spencer Davis

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Hospital Simulation Division of Tasks Report

* Proposal

In our proposal, all members were present and engaging when discussing what we would deliver in the program. In order to keep the two proposals consistent within themselves, one team member was assigned per paper. Spencer wrote the proposal to the hospital while I wrote the more technical report for the manager. We were all together when writing the two reports and so contributed to their contents.

* Algorithm Design

While having all three teammates together at one time was more of a challenge I coordinated with the other two members to form the algorithm design. In that format we discussed the bulk of the specifics before coming together to divide up tasks. Everyone had a clear and similar idea of how to go about coding the simulator. When something was different or didn’t make sense the person presenting the idea would slow down and take time making sure the others understood.

* Coding

Everyone did follow through on their algorithm design. As this was a relatively small program, division of the coding tasks were difficult to make equal. Jacob coded the Patient class as well as repurposed the StopWatch class to better fit this program. The large portion of code was given to him to offset not writing either of the proposals and missing a few class periods. Spencer and I divided the ERSimulator class between ourselves. I collected the two pieces and put them together fixing errors and testing.

* Percentage of Work
  + Ancel Carson

Proposal: 40%, Algorithm Design: 40%, Coding: 30%

* + Jacob Kelsey

Proposal: 20%, Algorithm Design: 30%, Coding: 50%

* + Spencer Davis
  + Proposal: 40%, Algorithm Design: 30%, Coding: 20%
* Overview

Working with the other two team members was a good experience. We all agree that this program was a little too small to divide between three people. Consensus is that this project would be much more suited to be shared between two people or even coded entirely by a single person. Jacob is a very good coder and specializes in making the code as small as possible but has a hard time making it to class. Spencer did well at writing the proposals and getting ideas together but had difficulty finding much to do when it came to coding as it wasn’t feasible to have two people attempting to bug fix the simulator at the same time.

Overall this was a good project and did not seem too overwhelming.