# Personal Contributions

## Andrew Stephens

Formally elected Team Leader and Lead Software Developer, also assumed the role of Creative Director, acting as the primary liaison between the software engineering team and the document writers, and assumed the positions as another Analysis Document Author and Diagram Illustrator. My contributions span across all fields of the Analysis Document as well as the entire development of the software.

As Team Leader, I have assisted the team by assigning both short-term and long-term goals, setting individual and group deadlines, helping to organize meetings, and consistently providing up-to-date information pertaining to the state of all aspects of the project. I have both supplied the team with technical and creative direction and I have assisted other team members by working across a wide span of documentation, diagrams, and mockups where there existed complexities which had caused problems such as misunderstandings or inconsistencies.

As Lead Software Developer, I consistently provide the team with source code through version control software, and I routinely supply multiple test executables for feedback. Through Round-Trip Engineering practices, I ensure that the promised software complies with my technical engineering abilities. I also determine the appropriate dependencies required to complete the project.

As Creative Director, I worked to ensure a copasetic creative direction by understanding each team member's abilities and applying that information to our overall project goals.

As the Liaison, I bridge the gap between software, the Authors, and the Graphical Artist. This meant that I passed pertinent information between each team member to ensure consistencies regarding both software architecture, documentation, and graphics.

**Gurkiran Kaur**

In terms of the analysis document contribution, I personally worked on the Introduction, some of the overview section and also the case scenarios. Alongside that I also worked on creating the Class Diagrams. The Class diagram shows the overview of the design aspect of our project. And then I also broke down the big class diagram to smaller class diagrams and described the attributes, I was able to do this with the help of Andrew as he is the Lead software Developer.  Once I was done with my parts I took the edits that were suggested on the parts that I worked on and organized it where it was at a satisfactory level of all the group members. I really enjoyed doing my parts in the analysis document because I feel like this is the first time in any computer science class that I've had to do something like this. I really do think that not only has this project tested our coding skills but also writing skills.   I am having a positive experience with my group members because everything is being done in a timely manner and communication has been the key. In terms of working with the group, we all managed to work together and complete the document. Our group really worked well with each other, individually once we were done with one section, we started another. This really helped us with time management and getting the document done before it was due and still having enough time to make any last-minute changes or edits.

I do think that when it comes to the design document, we have a good chance at finishing it early if we keep the communication and time management consistent like we did for the Analysis document. We are currently meeting 2-3 times a week for an hour-long meeting to discuss the parts we completed and what parts we would work on next. We had various short term and long terms set which really contributed to our success.

**Wardah Aziz**

Regarding my input to the analysis document, I worked on multiple sections of the document individually such as the Table of Contents, Non-Functional Requirements. When our group separated the diagrams amongst each other I was the one who was assigned the task of creating all the Sequence Diagrams with the descriptions for the diagrams that where edited by Andrew, who was the one who worked on the implementation of the software of the game. We met up outside of class times for multiple hours on Discord to discuss and edited the sequence diagrams in a way that would be understandable to everyone.

It was decided that it would be best to break down the sequences into very basic diagrams instead of large multistep complicated diagrams so that all the group members would be able to clearly see the object interactions arranged in the time sequence in the game. Breaking down all the diagrams was very helpful as this really helped me understand the concept of the game even better. Furthermore, departmentalizing the sequence diagrams helped us with fixing the use case scenarios, so they related to our game better.

We worked a significant proportion of the document during the spring break and once I completed my parts of the analysis document, I took the adjustments that were suggested on the parts that I was assigned to originally and I worked on them and organized them so that they satisfied all the requirements of all the members of the group. Our group collaborated quite effectively; after one section was completed, we moved on to the next. This greatly aided us in time management and completing the paper on schedule while still having the opportunity to make any last-minute revisions. Additionally, all this work will further help me with any future work's that includes these concepts. Overall, I am satisfied with how everything was managed by the group and look forward to working on the other parts of the project.

**Miranda Figueras**

As one of the main writers for the Analysis Document, I was able to work with my other group members and make sure we completed all necessary sections in the Analysis document and completed minor edits on sections I was asked to contribute to. The main sections that I worked on individually were sections of the Overview, the Functional Requirements, and the Conclusion. I also edited some of the Use Case Scenarios.  The diagrams I was primarily responsible for completing were the Use Case Diagrams.  I created four Use Case Diagrams to represent the high-level function of our game 'Into the Woods' from the user's perspective. They show how the actor is able to start a new game, continue a previously started game, access the optional settings, pause the game, as well as view the help functions from either the main menu or the pause menu.

The sections that I was primarily responsible for completing in the Analysis Document were edited, with improvements suggested, by our group leader Andrew.  I think that we were able to work as a group successfully in order to complete the Analysis Document and that this was in part due to our regular communication. We held multiple meetings per week, having four meetings during the week of Spring Break, as well as straying in regular communication through the Discord App. I think we worked well because during these meetings we each agreed to achieve manageable goals before our next meeting, and were able to get help from other group members if we faced unexpected challenges while completing those tasks.

**Emiz Intriago**

During the spring break week, our appointed group leader gave us mini-goals that needed to be met during scheduled meetings on discord throughout the week in order to finish the analysis document. I was appointed to draw all mock-ups of the game.

In the analysis document, I mainly focus on creating the design of the game for the mock-ups. I tried my best to have a structure of what the game will look like based on what has been implemented so far. Using the software, Aseprite, a software mainly used to create sprite animation. I was able to draw all the mock-ups of the background, characters, obstacles, and menu buttons. My main focus on the drawings was to get the basics of what will be implemented in2 the game and somewhat create a storyline for the two characters. By doing this I also had the creative liberty to name the characters and somewhat have the name of the game.

I also edited some of the analysis documents and gave constant feedback on any new implementation of the game.  In terms of a group effort, we all worked very well together. We made sure that everyone's ideas and thoughts were included in the project. As a team we made a constant effort to get feedback from other group members, so we were all satisfied with each other's contributions.