**Aidan Fewster**

For this project I have been heavily involved in the technical aspects of the system. I setup, populated and managed the MySQL database. I also programmed multiple fundamental parts to our Monster Mash game, such as the friend management system and the monster marketplace. Throughout coding week I helped other group members with technical problems and helped delegated technical tasks. As well as working on the technical side I also worked on the documentation, I helped create the class diagram as well as the ERD.

The majority of our group meetings were very brief, I believe this was a good way of having meetings as only important items were discussed and you weren’t overwhelmed with information. This approach also allowed us to go into a computer room after a meeting and as a group work on documentation.

At the beginning of workweek we split up into 3 different teams, Java developers, HTML/JS developers and documentation team. This helped split up tasks whilst also helping prevent collision’s within SVN. I was one of the Java developers and found this approach very efficient and allowed me to write Java code without worrying about the html.

Prior to workweek I was worried about the amount of work done, as we hadn’t implemented anything after our prototype demonstration. But when implementation and testing week began we made great progress within the first day and implemented the majority of functionality.

Throughout workweek we worked efficiently as a team and the system was completed without coming into any major issues.

By the end of the 3rd day during workweek we had completed the majority of the project. This allowed us to spend the 4th day testing and attempting to implement server-to-server communication.

When attempting to implement the server-to-server communication we reach a problem. We had original planned to split off from the main server-to-server group. But the teams we had original planned to implement server-to-server with were behind schedule so were not going to implement server-to-server, this left us needing to go back to main group of teams, but our data was formatted completely different so this was not fully possible. Therefore we were only able to implement friendships between servers.

To summarize I believe we worked well as a group and tasks were distributed equally between team members. Our documentation has been completed to a high standard. As well our implementation of the game was to a high standard and satisfied all functional requirements.