Team Report

# Team Retrospective

Bug and maintenance phase was an interesting period of this group project. Instead of meeting up and tackling everything at together at the same time. We decided it would be in our best interest to just work on the reported bug reports whenever we had time. This worked well, since we actually managed to get progress done, then having to wait until all of us had free time on a busy last 2 weeks of the semester. Not only did we manage to test the game of another group's we were assigned, but our’s as well. Even though progress was being made, this was not without its own problems. Since we weren’t all here together, we weren’t able to properly assign certain issues to each person to tackle, instead all of us tried tackling whatever we could. This caused merging issues down the line, resulting in a multi-headed hydra created. Eventually that was sorted out, and we all decided to meet up and go through this in a more organized fashion. Overall, organization could have been a lot better, moving forward that is something all of us will be keeping in mind.

# Team Member Contributions

## <Bhupender Gill>

On the first day, Jordan K and I tested the other team’s project and reported a few initial bugs. However, at a certain point our progress what stopped as they had only implemented the beginning portion of their game, essentially halting our testing. The funny thing about maintaining our project by going through the reported bug reports, was that I just so happen to be sitting next to the group in-charge of testing our game every time. Because of this, I was able to communicate with them back and forth on several parts of our game to make testing easier/fixing it easier. This collaborative environment also lead with me working with one of them to finally fix our makefile, after several iterations and hours later. With the many hours spent trying to fix our makefile, I was able to improve our project when it came to undefined references to certain functions. The heavy thing I did was constant fixes to our makefile, and story text files, since good amount of the reports were about that. By the end I worked and resolved the last dozen or so reports before the last day. Some were duplicates of others, and others were resolved after implementing the fix for another. All in all, our project became a lot better, sturdier, and cleaner. It was quite the experience. Later on I was in charge of making sure this Team Report was written and the document for the phase.

## <Jordan Cramer>

I did major refactoring of the main function. Beforehand our program was using a Struct “Options” as a parameter object purely for keeping data in order, however, I turned Options into a proper object oriented class and added functions that had been scattered about the program to give it proper members and purpose. I also did the same gathering of miscellaneous Parse.h functions that were not a proper class and brought them together until there was only pristine object oriented design left. I did all of this refactoring while keeping the same functionality and not breaking the code. I dealt with heavy glaring technological debt. Marks that were lost in the implementation phase due to relying on procedural programming were directly addressed during the refactoring. The program was made far more object oriented. I also wrote the tests and documentation for the two new classes. Later I worked with Bhupender Gill to modify the UML diagram appropriately and assisted with the Maintenance Report Improvements and design changes. Quality source code was introduced

## <Julius Moore>

I had a look at the other team’s game and tested it to see how it handled unexpected input. I also tried to find places where expected inputs caused unexpected behaviour. While debugging our game I focused more on the problems with our game processing some inputs in ways that confused the user and fixed most of those issues. I also fixed some typos in the textfiles which caused commands to show up on the screen instead of being run. I learned more about mercurial and fixed the multi headed hydra that formed one day when some of us were working hard but unaware of each other. I also tweaked the end game many times to make it less hackable.

## <Jordan Kolody>

Started by looking at the other team’s game. There was not much done for me to test. My team had already submitted the bugs that i had found. After that i moved onto reports submitted about our game. I started by fixing trivial issues. I Fixed things like, spelling issues, adding the options option to every location, and wording issues in the story. There were some issues with the manual i made. I fixed those, telling the user how to start the game and fixing conflicting name issues.

I restructured some of the days in our files. Some of the days were sending the user to the wrong day.

We all worked on the makefile and Successfully got it to work.