Team Analysis

for

CentipedeArmy Team

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During this project, the team worked in a collaborative manner to complete most of the required tasks. When the project was assigned, we decided to meet up every Friday in Alkek library from 2pm – 6pm. Because of this, we were very productive as a team and communication was not a problem because of the face-to-face interaction we had. We were able to share ideas on the spot and determine which is best for the project. Our means of communication was through GroupMe and Slack. One of the challenges we experienced when writing the SRS was taking into consideration of nonspecific requirements and the extra credit led us to writing the SRS arbitrarily because we were making up a lot of functional requirements and giving each random priority without having an idea if it would be easy to implement or not. The challenge we experienced when documenting the SDD was how to organize the class diagrams and how to create relationships between all the class diagrams. Doing some extra research and consulting the professor helped us get through that hurdle. Besides Drew who already had a strong foundation in Java and GUI, the rest of the team had limited experience. This created a learning curve which we all had to overcome but it certainly delayed us to an extent. Due to nature of differences in schedules, some days, it was difficult to get all 5 members together at the same time. This forced us to work independently and we noticed that the progress level was not as great when we all met together. The coding phase certainly took the longest, and the time constraints we had forced us to rush the project especially the code which remains us with little bit of time to do testing. Since we had very little time left to write our code, we were able to only write unit tests to test the logic of the game and make sure all pieces move accurately. Unit testing is also difficult for testing GUI that may not be working correctly since unit test cannot look at the screen. We did not have any major difference or disagreements as everyone was very cooperative and carried out their responsibilities in a timely manner. The collaborative meetings we had was the key to the success of this project. If we could do the project again, we would set up meeting times that work for everybody. More time to work on the project is also a very important factor because having limited time to work on this project led us to rushing it to meet the deadline. Overall, each member of the team gained a great learning experience and we were able to help each other out when needed.