

Jacob Charmley

1. Project Description

- List the names (first and last) of all teammates. Describe the project as envisioned by the team.

Jake Herrmann

Julie Truckenbrod

Braden McKenzie

The overarching theme was to be MTU campus but as a zombie apocalypse. The player would have to navigate through a series of rooms, flavored as areas on campus, and collect items. The items would be required to get into other rooms creating a progression.

Another big design intention was not just to get the project done, but do it in an organized and scalable fashion. It's designed to be modular and easy to expand. We could have gone much larger with the rooms and items because of how easy it was to add new rooms based on the code and design of the project.

We also made sure to include the assignment requirements in the project as that's what was required of the grade.

2. Contribution and Effort

- What role did you play in helping the team complete this project? What specific tasks or components of the project did you contribute to? Were there any areas where you feel you could have contributed more effectively?

We all had a large role in the theming and planning stage of the project. One of the larger contributions I made at this stage was to suggest that items and rooms be read from a text document instead of hard coded. This ended up working marvelously for modularity and ease of implementation.

When it got to coding, my main role was implementing a visual map. I did almost all of the ascii art and coding to make the MAP command function. I enjoy working with visuals and arrays so this was relatively easy.

I also generally contributed to the different commands, rooms, and items as needed to get the project done.

Overall I feel I contributed rather effectively. The amount of work ended up being naturally distributed based on skill and capabilities resulting in Jake doing more work than most of us. While I do wish I could have done more with setting up the project's initial code, we all were perfectly happy with the portions given to us even if they were unbalanced.

3. Team Communication and Collaboration

- How well did you communicate with your team members during the project? Were there instances where communication broke down, and how did you handle them?

I believe team communication was excellent. We did almost all of our coding in person with each other resulting in super easy communication. We also used the github issues tab to assign and make note of things still to be done.

The only issues we had was scheduling times where we could all meet up. We had a few cases where one or two people were missing. In these situations, we tended just to wait for them before moving on to anything big.

4. Code Quality and Problem-Solving

- Reflect on the quality of the code you wrote. Did you follow coding standards and best practices? Were there any significant challenges you encountered, and how did you approach solving them?

I am generally quite happy with the code that I wrote. The way the project was structured encouraged good object oriented programming practices. I only had minor challenges with getting the code to work in conjunction with everything else but, even then it was quite minor. I do think I could have added more comments and stuff but, I did make sure to add some comments.

5. Time Management and Organization

- How effectively did you manage your time during the project? Were deadlines met, and did you contribute to keeping the team on track?

Out of everything, this is probably the least successful part of our project. We underestimated the difficulty of the networking which is why the project is being turned in a little late. It would have been better if we started working on the project sooner. However, I do think we managed what time we ended up having quite well. The first day was almost pure planning. The second day was implementing what we had planned. And the third day was just adding the finishing touches.

6. Learning and Growth

- What new skills or knowledge did you gain from this project? How will you apply these lessons to future programming projects?

I think I learned quite a lot from this project. I have never gotten to work in a well organized programming team before and I very much enjoyed the experience. I understand better how to organize a project to be modular and to delegate tasks to team members. I will definitely be referencing this project in the future because of how happy I am with its result. I also know that working in a team is imperative to my future so its a skill I will be continuously developing.