**ICT397 Group Self-Assessment**

**Assignment/Project Name:** ICT397 Assignment 1 - OOber Taxi

**Group Name:** Group Carré

**Introduction:**

This document will outline the testing details we have used for our program, our suggestions for improvement on our current project, and reuse of our software.

**Testing details:**

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| **Test** | **How it was done** | **Results** |
| Gravity | Command prompt (std::cout)  Visual (object falling) | Command prompt printed out correct location of game object rigid body as it fell. Visually, the game object fell due to gravity. |
| Object Collision | Command prompt (std::cout)  Visual (objects colliding) | The command prompt printed out the correct locations of game object rigid bodies. Visually, game objects collided as they should. |
| Camera Collision | Command prompt (std::cout)  Visual (move into other objects) | Command prompt printed out correct camera rigid body location. Visually, camera was used to push other game objects. |
| Shaders | Visual (draw floor and objects) | A floor was visible, as well as some cubes. |
| Loading .obj files | Debugging | Debugging mode was used to ensure that .obj files were loaded and stored correctly. |
| Displaying .obj files | Visual (drew a vehicle) | A vehicle was visible, but with no texture. |
| Scripting | Command prompt (std::cout) | A script was loaded and printed out to the command prompt correctly. |

**Suggestions for improvement:**

**Communication:**

The first suggestion is to communicate more as a team. Despite being fairly communicative, there were often times where we were slow to update the other members on our current progress, issues we had run into, or plans that would interfere with working on the project. This assisted in the group falling behind time on tasks, and not being able to complete their sections as much as they would have liked. With better communication, the group would have a better idea on the overall current progress of each member, the project as a whole, and would be able to devise solutions to problems sooner.

**Task delegation:**

Another suggestion would be to delegate the tasks more evenly amongst the group members. The task delegation we initially went with ended with some members having more work to do than others, and some group members waiting on others to finish their sections. With better talk delegation, we could have it so the workload is more even amongst all members, and that each member always has something to work on in parallel to the other members.

**Time management:**

One of the bigger suggestions is better time management. Taking in the size of the project, plus each group member’s responsibilities to other units and jobs, better time management is a necessity. Poor time management assisted in the group falling behind on this project, and is one of the bigger contributors.

**Do things as you go:**

This suggestion is based on doing related tasks in tandem with each other. One example of this is putting in doxygen comments while writing code. Another example is filling in sections of documentation as you complete related tasks (test cases, task breakdown list, etc). The group didn’t do this for Assignment 1, and it resulted in spending extra time going back to complete tasks that would have otherwise been done easily while in the progress.

**Software reuse:**

*This section will be completed next assignment.*