**Group Project Final Report**

**Introduction**

Team Name: Battleship Team

Team Members: Jacob Brennecke, Sally Coil, Heath Francois, Ethan Sutherland, Danh Tran

Problem Solved/Mission Completed: Created a Battleship game

**Goals**

* Decide how we are going to approach developing our game. Initially our goal was to have a human player play against the computer. However, we decided to change our goal to having two humans play against each other. This goal was met by the entire team.
* Create the board design. This goal was met by Jacob.
* Create the ship placement. This goal was met by Ethan.
* Create the Main class. This goal was met by Sally & Jacob.
* Create the Player class. This goal was met by Danh.
* Assist with debugging the program. This goal was met by Heath and Danh.
* Add sound effects to our program. This goal was met by Jacob.
* Improve communication and timely responses. This goal was met by the entire team.
* Create a PowerPoint presentation. This goal was met by Sally.
* Jacob’s total logged hours: 14
* Sally’s total logged hours: 31
* Heath’s total logged hours: 6
* Ethan’s total logged hours: 10
* Danh’s total logged hours: 20

**Challenges & Obstacles**

* Communication
  + We got off to a rocky start with communicating so we elected to have a Project Manager (Sally) facilitate communication and submissions. Our communication methods and frequency greatly improved throughout the weeks. By the end, we were all on the same page.
* Time
  + We had difficulty discussing and planning things for our project within the allotted time in class given to us. All of us felt like we needed more time to talk and look at code as a team so we decided to meet outside of class. Each week before class we met to discuss our current progress, roadblocks, current code, thoughts, and ideas. This helped us come together as a group and gave us time to make sure everyone knew what was expected of them each week.

**Accomplishments**

* We ended up changing a major part of the game upon deciding to have two humans play against each other. We accomplished that mission. In hind sight, we should have taken that route from the beginning.
* We created multiple classes which were functional. However, in the end we ended up incorporating code from two of those classes into other classes and not using a couple of the classes. We got the program to work the way we want it to in the end and therefore learned we could design a working program through different approaches.
* Overall, our team made great improvements with communication, teamwork, enhancing the interface, and development.