David Watkins' Summary of Contributions

Brief summary of project timeline: We were originally planning on working together on a robotic grasping simulation toolkit. That turned out to be too adventurous for our group and we feared we would not have enough time to complete the project. We then pivoted to a game library which was an idea given to the group by Matt.

- Theodore Ahlfeld

Aggregated resources for the demos in conjunction with Matt. Ted was also responsible for building the first iteration with Matt and they both worked on generating Pong. They also worked on the Graphics interface - where Graphics took up a majority of time. Ted worked on writing the design documentation and developing the logic for how the program would run - at least initially. Wrote tutorial part of the presentation

- Matthew Haigh

Aggregated resources for the demos in conjunction with Ted. Matt was also responsible for building the first iteration of the app with Ted and they both worked on generating Pong. They also worked on the Graphics interface - where Graphics took up a majority of the time. Matt worked on writing the design documentation and developing the logic for how the program would run - at least initially. He also wrote the Doxygen documentation for each of the source files.

- David Watkins

Came up with designs when asked and frequently gave help with bugs as they would occur. Took the initial design of the library and reorganized it into a more encapsulated object oriented design. Built a working event handler that would accept both user and SDL events. Changed the architecture from a Game based organization to a state based organization. Migrated the system from a makefile to a cmakelists architecture. Wrote the tutorial, architecture section of the presentation, and organized the submission.

Theodore Ahlfeld's Summary of Contributions

- Theodore Ahlfeld
  - I worked heavily together with Matthew on similar subjects. Together we developed the first iteration of Tedm. We discovered the needs of a game engine by developing our demo games Pong and a side scrolling game. As the framework changed we were also involved in keeping Pong up to date, and runnable since a running game was our form a unit tests.
- Matthew Haigh
  - Matt worked heavily together with me on similar subjects. Together we developed the first iteration of Tedm. We discovered the needs of a game engine by developing our demo games Pong and a side scrolling game. As the framework changed we were also involved in keeping Pong up to date, and runnable since a running game was our form a unit tests.
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Matthew Haigh's Summary of Contributions

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