

Title: Pass-and-play Board Game

Vision: Make board games more accessible and fun through a digital medium

Who: Brandon Boylan-Peck, Eric Hardwick, Kevin Holligan, Robby Kendl

Team Retrospective:

Liked: The things that we have liked so far are our teamwork and coordination when working on the project. We also said that we liked that everyone has some experience with Java, and that we can all bring in different backgrounds that are relevant and applicable to the game.

Learned/(Lacked): We mostly focused on the things that we lacked, which included a better understanding of where our focus should be on the project, and a lack of solid UI design experience throughout the group.

Longed For: One of the main themes/focuses of this category was for the group to better understand the timelines and upcoming requirements so that we could be more proactive and work on them sooner. The other main theme was for everyone to have a better understanding (or actually have played) the game that we are modeling.