Group processes and communication

Firstly, all of the members in our group have high sense of responsibility, so whenever a task is assigned to us, we will put all of our effort to complete the task in order to achieve to best results. Secondly, not only does our team do their best at completing tasks, but they are also friendly and helpful. Whenever a teammate encounters a difficult task or an issue, our team are always willing to offer a helping hand until the problem is solved. Most of the work we do, we do independently. When the work is done, we upload it on our repositories on GitHub for team members check and edit. We put very much of our effort into finishing the work, so the results barely have any flaws.

There are various ways that a group can communicate with each other, either by texts, video calls and face-to-face meetings. In my point of view, face-to-face meetings are the most efficient way to discuss and work for an assignment. But as the COVID pandemic is getting worse and worse, it is advised by the authorities that physical contacts in the public should be as minimal as possible. So as for the group communication, we only hold face-to-face meetings only once or twice a week to do our tasks. In other time, we mostly relied on texting through messaging app such as Messenger. Sometimes, we also make video calls on platforms like skype or Messenger, so as to solve problems that are hard to indicate through text. I have never been worried about my text couldn’t get through because my team are all very active and responsive. If a problem comes up and stated in the team’s message group, everyone will react to it almost instantly.

Risks

There are many risks that our team have encountered during the development of our project. The most obvious issues that we have to face is the lack in human resources. Our team only have 4 members, most of which cannot cover all on the necessary roles for the development of the game.

Moreover, our team is an unknown team that no one knows of, which makes it difficult for us to call for an investment. Therefore, we will not have access to premium developing software that will make it more difficult for the game-making process.

Thus, with little human resources and low financial investment, parts of the game that are not our forte might not be well-developed, and it can make the game become unstable, encounter major bugs and glitches, even crashes.