

Team Member Name: David Sincyr

Role played: Development Team

Role duties and work performed this week:

- Created Focus group document
- Created the permission form
- Updated Project Description document
- Created start menu graphics
- Created and populated start-menu branch on GitHub
- Created and populated portions of backlog documents with team member

Issues encountered:

- Appealing start menu graphics
- Adapting to the unity game engine, specifically canvas's
- Creating a focus group permission form

Issues resolved:

- Start menu graphics were challenging to create so that they looked appealing and took longer than expected.
- I finally understand how canvas's work inside of unity as well as using them effectively to create game objects.
- Creating a permission form that covers all areas was a challenge because there was no guidance on how to go about creating one however, examples were online that I was able to draw conclusions from.

Contribution Percentage:

16.667%

Team Member Name: Michael Taylor

Role played: Product Owner

Role duties and work performed this week:

- Created animation frames of the burger characters in the following actions: idle, walking, running, jumping, crouching.
- Worked on SRS updates
- Updated Team Member Report

Issues encountered:

- Have not done character animation work in close to 10 years, the tools and programs have updated drastically since then

Issues resolved:

- Took an online class to relearn the software used in creating frames for animations.

Contribution Percentage:

16.667%

Team Member Name: Michael Rumohr

Role played: Development Team

Role duties and work performed this week:

- Updated SRS
- Updated User Stories
- Updated Team Member Report
- Collaborated on how to conduct the focus group

Issues encountered:

- Populating and refining the SRS was a bit time consuming
- Coding in C#

Issues resolved:

- The SRS is in a much better place with major updates throughout the Requirement sections
- A work in progress but this project should help my overall C# skill level

Contribution Percentage:

16.667%

Team Member Name: Kevin Finley

Role played: Development Team

Role duties and work performed this week:

- Created Domain Model document
- Continued work on attacking system

Issues encountered:

- Deleted previous work on attacking system due to lack of understanding of git
- Domain Model Documents not being able to be opened correctly after saving

Issues resolved:

- Understand better how to save work when switching between branches in git

Contribution Percentage:

16.667

Team Member Name: Cooper Dahlberg

Role played: Scrum Master

Role duties and work performed this week:

- Updated Zenhub
- Populated Portion of Sprint Review Reports
- Assisted team members in finding resources applicable to their current goals

Issues encountered:

- Difficult decision as to how to represent health in game, whether it should be a continuous bar or individual units.
- Understanding how to properly merge branches with confidence

Issues resolved:

- Understanding Github/Zenhub much better than before.

Contribution Percentage:

16.667%

Team Member Name: Ethan Esber

Role played: Development Team

Role duties and work performed this week:

- Updated Team Member Report
- Collaborated on how to conduct the focus group
- Updated Use Case model document
- Created Enemy Patrol script in Unity

Issues encountered:

- Had issues with Enemy Script getting stuck in certain edge cases when it interacts with the player's character.

Issues resolved:

- The enemy is now working as intended by adding more code to the script for the certain edge cases.

Contribution Percentage:

16.667%

Up to one page: Weaknesses and Strengths of the student from peers' point of view. Reports on the improvements and compare to the previous sprint and the plan for the next sprint's improvement.

David's weakness includes that he still doesn't seem too confident with the C# language as well as the unity game engine but is improving. Some of his main strengths include communication, documentation, and seeking help when appropriate. Compared to previous sprints, he is developing in the areas he is weak and understands that he needs to be more mindful of allowing other group members to participate. For the next sprint, he may want to watch more tutorials or different types of self-study.

Cooper continued to share his knowledge of Unity this sprint by providing others with the resources and insight needed to complete their tasks. Cooper also learned a lot about Zenhub by serving as Scrum, and in addition, his understanding of GitHub increased learning how to confidently merge branches. For next sprint, he may want to continue to play around with Git and learn the other tools Git has to offer to solidify his knowledge of the program.

Michael Rumohr displayed his same strengths as he did the last deliverable. He got all of his work done early, which helped the group out a lot. This made the document review process simple to be able to hit deliverable two's deadline. One weakness is again understanding and working with the Unity game engine regarding the environments. However, he improved the SRS document by seeking assistance from the professor to understand the mistakes. Compared to the last sprint, he displayed the same high standard that was put forth in the first sprint. For the next sprint, he may want to investigate setting some time aside to be able to sit down with a group member with more experience.

Michael Taylor did a great job working on the animations of our characters in the application. He excelled at getting the tasks that were assigned to him done in a timely manner. He is also consistently communicating with the group about the upgrades he is working on with the animations. His strengths include his experience with game development, being a member to turn to for support with Unity, and getting his work done. As for improvement for the next sprint, Michael should push more work to the repository so the group can test the changes.

Kevin does a good job with getting the tasks that are assigned to him done. He took on one of the harder documents this deliverable with the Domain Model. As for strengths, Kevin is a dependable worker and always gets his work done. He has also done better with communication this sprint. As for improvement for next sprint, Kevin could try and get more familiar with Unity and C# programming.

Ethan Esber is making strides in better understanding C# and about the Unity environment. He is active in finding resources from which to learn how to implement his current feature in progress, and when is not afraid to ask for help if feels he doesn't know where to begin. Ethan could show some more confidence in getting his hands dirty in Unity by learning more by trial-and-error. For the next sprint, Ethan may wish to consider following some simple

video tutorials related to his feature.