Team Member Name: David Sincyr

Role played: Product Owner

Role duties and work performed this week:

- Populated and managed the Product Backlog document

- Created and populated Sprint Backlog document

- Created and populated my section on the Team Member Report document

- Populated section 4 on SRS document with Michael Rumohr

- Created sprites

Issues encountered:

- Understanding the Unity game engine

- Creating characters with pixels and exporting them correctly to unity

- Coding in C#

- Allowing other group members to talk during a presentation

- Leaving more work for others

Issues resolved:

- Better understanding of C# by doing self-study and personal projects

- Practiced placing objects in the scene and manipulating/adding components to them

- Can correctly export and import a character in a format that can be manipulated inside the Unity game engine

- Assigning documents before a sprint to other group members

Contribution Percentage:

16.667%

Team Member Name: Michael Taylor

Role played: Scrum Master

Role duties and work performed this week:

- Worked on creating character animations

- Populated Portion of Sprint Review Report

- Reviewed and Populated SRS Document

Issues encountered:

- Understanding how ZenHub works in relation to GitHub

- Setting up Unity Engine to run properly

- Understanding how animations work in Unity

Issues resolved:

- Installed ZenHub and played around with it on a private repo, and now have a basic understanding of how it works with GitHub which will prove to be helpful later in future sprints

- Fixed Unity set up issue by purchasing an SSD to expand the storage capacity on my laptop to install Unity

- Did lots of research on character animations, including animations in Unity. While I was not able to close out the animations ticket this sprint, I have gathered the background information I needed to be able to complete it next sprint.

Contribution Percentage:

16.667%

Team Member Name: Michael Rumohr

Role played: Development Team

Role duties and work performed this week:

- Populated SRS document

- Updated User Stories Deliverable

- Began the creation of background environments

Issues encountered:

- Populating and refining the SRS was a bit time consuming

- Understanding the Unity game engine and creating background environments and getting them to work in our group's folder

- Coding in C#

Issues resolved:

- The SRS was finished with the help of everyone

- Received guidance on how to properly create environments compatible with our characters and upload them to the correct group folder.

- 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:

- Began work on the attack system in the game

- Contributed to the project presentation

Issues encountered:

- Difficulty properly setting up unity

- Unfamiliarity with how to properly use and program with unity

Issues resolved:

- Unity working correctly after taking some time to set up

- Getting better with unity, but it will take some more time to get fully proficient

Contribution Percentage:

16.667

Team Member Name: Cooper Dahlberg

Role played: Development Team

Role duties and work performed this week:

- Helped to set up the Work Environment

- Drafted sprint review document for this sprint

- Created a character controller prototype

Issues encountered:

- Figuring out how Github works in terms of file-management.

- How to set up Unity and Github in such a way where we could work from a shareable workspace.

- Managing Unity versions

Issues resolved:

- A satisfactory way to use Unity with Github was achieved.
- My understanding of Github has improved, but this issue is ongoing.
- Managing Unity versions

Contribution Percentage:

16.667%

Team Member Name: Ethan Esber

Role played: Development Team

Role duties and work performed this week:

- Created the team repository

- Worked with cooper and David to create and commit the first set up of Unity to work with Unity

- Created, moved and uploaded all the user stories currently on the groups ZenHub Kanban

- Created and populated the Use Case Model document

- Organized and lead the meeting to assign team members to user stories

Issues encountered:

- Unity .meta files getting changed, deciding whether to upload them or not

Issues resolved:

- Will probably add section to. gitignore file, but will report back next review to see if this has any non-desired consequences

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 is a little weak with Unity, but he does a decent job with documentation. He is improving with his coding with C# as well as working with the Unity game engine. He seems to like to take charge but should work on giving other group members time to complete something. For the next sprint he will be a part of the development team and learn to follow the guidance of others. Since this is the first sprint, there is nothing to compare.

Cooper's strengths are that he tries to be very involved and is a great help when it comes to giving input on another member's work if they ask for it. He is very experienced with Unity which has been very helpful in setting up the project environment. As for improvement, he might need to share his knowledge of Unity a bit more in order to help other group members get a start on their user stories. He could also get to know Github a bit more since he has trouble with understanding how some of the features function.

Michael Rumohr's strengths are getting work done early so that we can all collaborate on it well before the due date. He is very experienced with documentation which is extremely helpful for this class as it is very document heavy. For the next sprint he will continue to work on the environment regarding level design. For improvements, he can do some self-study with the Unity game engine as well as get more comfortable with coding in C#. Since this is the first sprint, there is nothing to compare.

Michael Taylor's strengths are his creativity and insightful contribution to the development of the game. He is learning more about Unity through his other class which will be helpful during Burger Breakout's development. For the next sprint, he will be the Product Owner which means he will be taking on new responsibilities. For one improvement he can lead the team, not that he has shown otherwise but he has not been asked to so yet.

Kevin's strengths are that he is really good at thinking of game ideas. He has very unique and creative designs which have become user stories and shaped the entire design of the project so far. He will do any task that is assigned to him, he even took on the "Shooting" User Story which is one of the harder stories. As for improvements he could try to be a little more involved in group discussions and decisions. He should try and take initiative on some group tasks, and not just let other people assign him things so that he doesn't get assigned things he doesn't feel comfortable doing.