**Team Member Name**: David Sincyr

**Role played**: Product Owner

**Role duties and work performed this week**:

* Documents
  + Populated Product Backlog
  + Populated Sprint Backlog
  + Created Team Member Report
* Managed Product backlog
* Created characters

**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.

**Issues resolved:**

I have a better understanding in C#, attempted to code player movements as self-study and have a working understanding of the unity game engine. I figured out how to correctly import a character in a format that can be manipulated inside the Unity game engine. I read some documentation regarding C# so I can contribute more to the group when it comes to programming.

**Contribution Percentage:**

16.667%

**Team Member Name**: Michael Taylor

**Role played**: Scrum Master

**Role duties and work performed this week**:

**Issues encountered:**

**Issues resolved:**

**Contribution Percentage:**

**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 process 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**:

**Issues encountered:**

**Issues resolved:**

**Contribution Percentage:**

**Team Member Name**: Cooper Dahlberg

**Role played**: Development Team

**Role duties and work performed this week**:

**Issues encountered:**

**Issues resolved:**

**Contribution Percentage:**

**Team Member Name**: Ethan Esber

**Role played**: Development Team

**Role duties and work performed this week**:

**Issues encountered:**

**Issues resolved:**

**Contribution Percentage:**

**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 needs to calm down and follow others. For the next spring he will be a part of the development team and learn to follow the guidance of others.