**Team Member Name**: David Sincyr

**Role played**: Product Owner

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

* Populated Product Backlog document
* Populated Sprint Backlog document
* Created Team Member Report document
* Populated section 4 on SRS document
* 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**:

* 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 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**:

* + 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**:

**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 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.