**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:**

* Better understanding of C# by doing self-study and
* Working understanding of the unity game engine
* Can correctly export and import a character in a format that can be manipulated inside the Unity game engine

**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**:

* 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:**

* None

**Issues resolved:**

* N/A

**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 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.