**Team Member Name**: David Sincyr

**Role played**: Development Team

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

* Held Focus group
* Populated Focus group document
* Created and finished start menu in Unity
* Created and populated portions of the sprint review document
* Created and populated portions of backlog documents with team member
* Created Peer Review Report

**Issues encountered:**

* Start menu transition to proper scene
* Button animations
* Making a start menu animation that looks appealing and plays well

**Issues resolved:**

* All start menu issues besides the animation portion that were encountered were fixed by doing extensive studying as well as watching tutorials.
* Properly adding animations to buttons and applying scene transitions correctly was time consuming but are now in an acceptable state.

**Contribution Percentage:**

16.667%

**Team Member Name**: Michael Taylor

**Role played**:

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

* x

**Issues encountered:**

* x

**Issues resolved:**

* x

**Contribution Percentage:**

16.667%

**Team Member Name**: Michael Rumohr

**Role played**: Development Team

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

* Updated Team Member Report
* Created Peer Review Report
* Created folder for Delivery 2 documents
* Assisted in the Focus group
* Created Sequence Diagrams

**Issues encountered:**

* Understanding the Unity game engine and creating background environments and getting them to work in our group’s folder
* Effective coding in C#

**Issues resolved:**

* The SRS is in a much better place with major updates throughout the Requirement sections
* Received guidance on how to properly create environments compatible with our characters and upload them to the correct group folder.
* Still a work in progress but my overall understanding in C# language is increasing

**Contribution Percentage:**

16.667%

**Team Member Name**: Kevin Finley

**Role played**: Development Team and Scrum Master (Sprint #3)

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

* x

**Issues encountered:**

* x

**Issues resolved:**

* x

**Contribution Percentage:**

16.667

**Team Member Name**: Cooper Dahlberg

**Role played**: Scrum Master (Sprint #2) and Product Owner (Sprint #3)

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

* x

**Issues encountered:**

* x

**Issues resolved:**

* x

**Contribution Percentage:**

16.667%

**Team Member Name**: Ethan Esber

**Role played**: Development Team

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

* Updated Team Member Report
* Assisted in Focus Group
* Created Game Executable file
* Created Peer Member Report
* 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.
* Had issues with .meta files from the Unity workspace cluttering the commits.

**Issues resolved:**

* Now have a better understanding of what .meta files to ignore, but still need to do more research into adding them to the gitignore file to make sure they don't keep popping up.

**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 weaknesses are decreasing in the areas of C# and Unity game engine. However, due to exams, he has not been as active on discord, our primary way to communicate as a group. He has still been talking in scrum meetings but just not in between. He improved his working knowledge of the Unity game engine and got the new game user story in a working state. Compared to the previous sprint, he grew in the areas as described above by doing self-study and asking more questions during scrum meetings.

Cooper

Michael Rumohr once again displayed his strength with documentation. As with learning new languages as well as applying them to a project, the one weakness is C# coding inside of Unity. There were significant improvements though in his understanding of the Unity game engine concerning applying an environment. Compared to the last sprint, Michael identified his weakness and improved upon it while still keeping the same high standards in previous sprints.

Michael Taylor

Kevin

Ethan