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This document is the Post-Mortem Report of the game put together for CGP605: Mobile Applications.

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Post-Mortem

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# Project Tracking

For our project, we put together a group-workload sheet, with the delegated tasks for each member of the group and the hours that they were expected to take on each of these tasks (see Fig. 1 of Appendix A: Figures).

I kept my progress on track for the project, by logging my progress in a table, that is editable online. This table is similar in layout to the table that I put together for group-work in Engineering Software Systems, last year (Fig. 2 of Appendix A: Figures).

So, for each phase of the project (putting together the Project Proposal, Prototype, Alpha, Beta and the Finished Game), each group member is expected to complete certain tasks as per the phase of the project (e.g. for the Project Proposal Phase, I was expected to consider the Risks of the project, provide documentation on the tasks I had further down the line and how I would manage the Workload). I was given the project-long responsibility of setting-up a GitHub repository and managing it (resolve conflicts between branches, properly merging branches etc.) A copy of my week-by-week time log, is available at Fig. 3 of Appendix A: Figures.

Each team member was also allowed to review the meetings of a particular week, as Anthony took the minutes of each meeting, that we could use for continuous reflection throughout the project (a sample of these minutes, is available at Fig. 4 of Appendix A: Figures).

# Reflection

# Improvements

# Appendix A: Figures

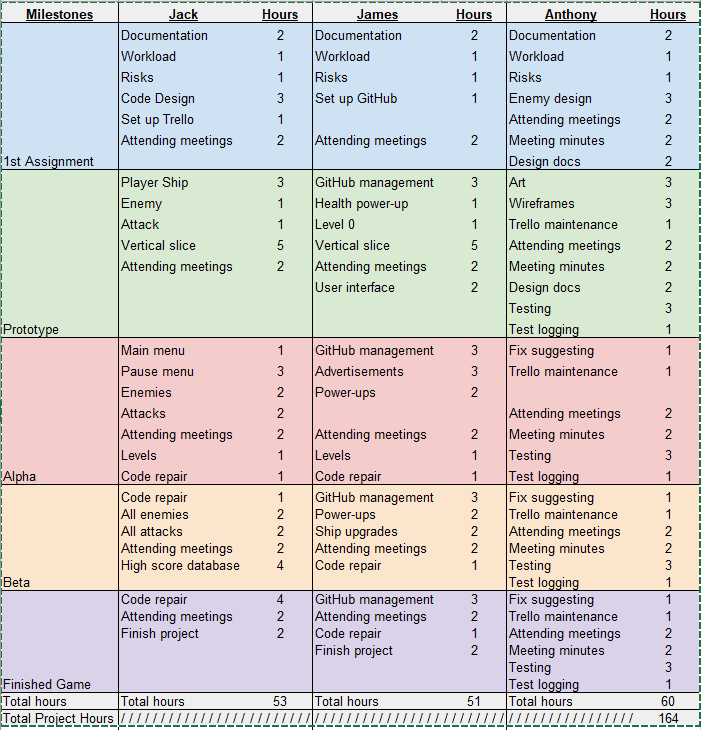
Figure 1: The group-workload sheet of each team-member’s delegated tasks, and the predicted hours for each task:

Figure 2: An example of the table that was used for Engineering Software Systems, as a basis for the table I have put together for use in this project:

