Polishing: Individual Document

Project Description

Each team member must fill out this worksheet and submit for the milestone.

Current Work

Fixed a bunch of smaller bugs, and created a few more particle effects to add more a atmospheric feeling to the game (dust and crystal particles)

Peer Review

Assess each team member's (including your own) overall contribution to the indicated assignment. Note, that a person's contribution can include some of the following criteria:

- Willingness to be available, in or out of class
- Actual attendance to in or out of class team work sessions
- Maintenance of group communication through email, participating in group discussions, and/or submitting or adding to work in progress
- Dependability to complete designated individual work, as arranged in group meetings, towards assignments
- Overall work quality
- Inclusion of other group members' ideas and content
- Adherence to the to Team Contract

Assessment values must be in the range of 0% – 100 % where 100% indicates that a person has done his/her fair share of the group work and 0 would indicate the person did absolutely nothing towards the milestone. A brief reason is required if the mark assigned mark is less than 100%.

Team Member	0 – 100(%)	Reasoning
Mackenzie St Thomas	40%	Tried to bring LVL 2 assets up to date, but it ended up being incomplete by the end time.
Jennilynn Rivers	100%	Created new tutorial images for players to learn the game, and was overall quite social with the group
Rob Thomas	65%	Didn't do anything for the polish, but did communicate with the team on bugs that needed to be fixed with his code
Jared Roberge	100%	Very communicative with things that needed to be fixed, and helped bring more assets into Lvl 1 & 3 (Now 2)