Team Report

# Team Retrospective

*The team will write a single paragraph describing how well the team worked together to accomplish this phase by answering the following questions:*

* + *What did the team do well during this phase?*
  + *What did the team not do well in the phase?*
  + *What will the team change to improve their performance in the next phase?*

The team built rapport and handled deadlines and delegation well. It felt like the *forming* part of the project went well because there were no emotional hang-ups. Also, since the full plot of the game was established, discussions of the game were more concrete. We did not start working on the project aside from casual conversation until the final week, which was a mistake. So, time management needs to be improved. More time would have allowed for better deadlines and better individual work, as it was difficult to assign tasks because mid-terms took priority. Improvements for the next phase should include better time management and an earlier start. Furthermore, communication should be centralized; some communication took place over text, some discord, some after class.

# Team Member Contributions

*Each team member will write a single paragraph outlining their contributions to this phase of the project.*

* *A missing paragraph will indicate that the team member did not participate in this phase, and their grade will be adjusted appropriately.*
* *If a team member participated substantially less than others in the phase, explain why, and how this situation will be addressed in the next phase (e.g. the team decided that the member’s skills will be better used in a future phase and they will be doing the bulk of their work in that phase).*

## Gideon Richter

Assembled report and results of delegated tasks. Created the git repository and added team members, created directory structure, added all design phase documents and criteria PDFs from Moodle. Wrote the full plot of the game (outlined in report introduction) and worked with Jesse to produce the UML class and sequence diagrams.

## Jess Huss

Produced the Risk Management portion of the design phase documents. Worked with Gideon to produce the UML class and sequence diagrams. Researched the SOLID principles of Object-Oriented Programming and wrote the design rational section of the report. Added a references page.

## Justin Creig

Researched the recommended C++ coding conventions. Then compiled the conventions that worked for the project. Designed and created the groups team logo.