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?*

In this phase the team worked frantically. Perhaps not surprisingly, a large difficulty with managing a team is just thinking of tasks for people to do. Fortunately, Jesse was able to quickly finish assigned tickets, and the game was implemented according to plan.

After re-adjusting our design documentation though, the inefficiencies of our game became clear. The team made good use of GitLabs to outline tasks and manage different development timelines, and most big features were reviewed in a merge-request and commented as review - overall we used Git effectively. It would have been nice to re-adjust our design, but we do not have time. Perhaps in the coming weeks we will be able to make the game better.

I think we could have managed time better, which will be made actionable by starting on the third phase as soon as this one ends. This was a streeful, but I suppose enjoyable experience.

# 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

Made and assigned issues on GitLab for completion. Created Rooms and Map generator, NPC dialogue, Room descriptions and game layout. Reviewed merge requests and discussed new features in scrum-like meetings with Jesse after class.

## Jess Huss

Worked alongside Gideon to complete this phase. Produced the Console, Actions, Options, Inventory, and Npc’s. Gideon and I preformed code reviews of each other’s work, giving constructive feedback, ideas for improvement, and editing of issues. Created Doxygen documentation and makefile, and wrote user manual.

## Justin Creig