

Contributions Report- 2.2.3

General overview:

As a group, we had a mostly even contribution, we came together multiple times per week to talk about what work we had done, and what work we were going to do before each meeting. In these meetings we discussed the work we had all done and came up with a final copy of that part, using all our individual contributions to put it together. We would then work out what work we need to do and evenly distribute the workload.

In our first meeting, six of the seven of our group members came together and talked about our general ideas for the project. We then set a time for our next group meeting and set ourselves the task of writing down some basic ideas on how we want to design certain features, and a basic class hierarchy.

Our second meeting took place immediately following our first meeting with our mentor. The same six members were in attendance and had still not had any contact from our seventh member, even after George had sent a handful of emails to him. In this meeting we walked through the functional specification, and discussed each point in it, such as how we planned to implement such features, what classes and methods may be required to make it function, etc. We decided on a date for our next meeting and gave ourselves the task of coming up with a full class hierarchy each, for the next meeting. Among us we also decided to split the coins evenly between the six of us who were present, giving our seventh member 0 coins.

In our third meeting, we came together and discussed our individual class hierarchies, and came up with a class hierarchy design that we were all happy with. We then split the hierarchy into six evenly sized sections and distributed them between the six present members to design CRC diagrams for.

Our fourth meeting was our first full group meeting, we came together in the CS-230 lecture and discussed our individual CRC diagrams, and decided which five classes we were going to create UML diagrams for. We arranged another meeting for the following Monday, and decided we were all going to create class diagrams and think about their relationships for the five chosen classes. We distributed the coins evenly among the six members who contributed to the work this week.

In our fifth meeting, we discussed our class diagrams, and wrote out a final version of each class diagram. We also discussed what work we had left to do and decided to have an additional meeting over discord on Wednesday. We decided each of us would write the paragraphs for sections 2.1.3 and 2.1.4 for the next meeting.

In our sixth meeting, we finalised the relationships between classes, and discussed the paragraphs we had written for sections 2.1.3 and 2.1.4, before coming up with a rough final draft for our design. We then decided to have a final meeting for A1 on Friday, directly after our mentoring meetings.

In our seventh and final meeting, we put together our final version of the partial design document, and wrote this contribution report, ready to hand in all the work before the deadline.

Individual Reports:

Cai:

Our method for creating this design document required each member of the group to do all the tasks - CRC cards, creating the class diagrams, and hierarchy descriptions. We would set a task for the week and would go away individually and complete the task. We would then convene at the end of the week and compare our ideas and choose which ideas were best to put into our final report – ensuring we as a group produce the best piece of work that we could. I personally produced work for each of the sections, and many of my ideas were implemented into the final designs. I was also in charge of printing off the contribution breakdown sheets at the end of each week and ensuring everyone agreed on several points to assign to each member.

George:

My input in to the project was mainly a lead role in the fact that I organised the Discord for the group, set up a Google Calendar, set up the GitHub, organised the first meeting and lead the others by taking minutes whilst making sure we were on task, going through the specification. Making sure that we had done the tasks before moving on to the next one, e.g. make sure 2.1.1 was done before we do 2.1.2 or 2.1.3. I produced CRC diagrams: Profile, newProfile, existingProfile, main, gameScreen and did 2.1.2, whilst also contributing towards 2.1.3 by helping chose and work out the reasons for the inheritance and the benefits of the inheritance. I also helped with 2.1.4 by asking Liam if we can base it on the example he has used in the specification, then letting my group know that we can then build on that example and working with the group on that. I attended every meeting and wrote up the minutes properly and then uploaded them every week.

The overall group contribution was good, however some individuals did not contribute as much if at all, 690713 as he only appeared for the last week and didn't produce any work towards the group project for A1, and 690523 did some work but did not contribute as much as others in the group, even though everyone was given equal contribution points for the last week. I feel this was due to stop arguments and conflict inside of the group. But don't feel that the contribution breakdown sheets accurately represent the breakdown of workload.

Hao:

For this assignment, we held the meeting everyday, which twice a week. We did the UML, CRCcard, the class diagrams, the hierarchy descriptions and the level file format. I did the CRC card of body which included enemy, play, and four kinds of enemies. For me, this is the first time to did this kind of coursework and English is not my mother language, which this coursework were difficult for me. But my group members did a a lots of job and never mind me. I will try to my best and do more in next time.

Lok:

In the Course work base on our style of working is to ask all them group mate to show their own work to each part of the Course work and then we choose the best to use in our report so we can compare to each other also to learn I my part I have join the CRC card , class diagram and hierarchy description , and some of the main idea also contain my work ,and also supporting the hold work even those because my health problem has infecting my contribution is the first few week but I do my very best on the remaining time to support others and deal with the work task for me even more then I should do .

Mohammed:

Worked with the group in developing basic ideas regarding every class that we intended to implement and early ideas on hierarchies concerning each class. Designed CRC diagrams for the classes SaveGame, LoadGame, Leaderboard, and DailyMessage. Took part with group on the design of the main five classes. Attended every meeting and completed every task set.

Noah:

In this assessment, I helped my group design all aspects of the game, by designing UML diagrams and helping put together the result. I also helped other members of my group with their work, as well as helping to guide the group in putting the final documentation together. I designed the CRC diagrams for the door class, and its subclasses, as well as contributing to the design of the main 5 classes we based the design document on. I attended every meeting and did all the agreed work plus some extra for every meeting.

Sindiso:

We generally worked on the same solutions for the earlier parts of the project individually before bringing them together to come up with an agreed solution. I helped put forward ideas for the class diagrams alongside the rest of the team. I produced the CRC cards for the classes: Terrain, Wall, Fire, Water. I put together the file level format and its description plus example.