

# Team Report

## Nyx

### Team Retrospective

#### **What did the team do well during this phase?**

Our team worked quite well during the design phase, we delegated tasks and kept in contact about what needed to get done at each section of this milestone, and everyone completed their tasks in a timely fashion. The team also was quite willing to accept one-another's ideas, making the designing of DOTS very smooth and without any butting heads.

#### **What did the team not do well in the phase?**

Everyone is very involved in the design phase. We realized that each member has its own strengths and weaknesses. We split the tasks so that all the required deliverables are done. We did not have an issue during this phase.

#### **What will the team change to improve their performance in the next phase?**

We feel that the team was working very performantly during this milestone, and we hope to continue with our current momentum into the implementation phase.

# Team Member Contributions

## Don Castillo

During the design phase, I was designated as the documentation lead. My primary task was to write the design phase report and take initiative in getting information from my group members to be put to the document.

The first thing I did was to write initial content in the document in accordance with the requirement. I used our lab instructor's sample report as a guide in writing our own design phase report. Tyler created a Google Drive repository which made the document writing collaborative since every member of the team gets to contribute.

Later in the documentation, I asked Victor to provide the logo and UML diagrams to be included in the report. The collaboration went well because Tyler and Victor were able to transform their ideas about game into a UML and sequence diagrams.

## Tyler Justinen-Teite

During the design phase I primarily worked with Victor on the UML diagrams, and I did the sequence diagram. Victor and I took the lead on designing how the various aspects of the game would interact with each other, and what each object in Disciple of the Spire would contain. I felt like the design phase went very well, it was quite easy for both of us to remain on the same page while concepting this game.

At the end of the design phase I prepared the git repository and created the classes which were outlined in the UML diagrams. This primarily took the form of creating header files and filling in some basics for the doxygen comments, this was do help the team get into the implementation phase smoothly, as we are making it a point to keep on top of our doxygen commenting so we can have a clear understanding of how all the other members code is functioning, and how we can interact with their objects.

## Victor Besson

Created the logo for the game, did the UML diagram for the design phase. Brain child for the idea of the game, and its core mechanics. From my long history of playing rpgs and roguelikes I thought of the idea for Disciple of the Spire based on my history with games like Slay the Spire, Risk of Rain, World of Warcraft, and Path of Exile.