

|               |   | Ian Adams   | Caleb Boraby   | Ian Christensen  | Bolu Olayemi  | Mark Wissink   |   |
|---------------|---|---|--|--|---|--|---|
| Communication | Stays in contact with other team members.           | 4   | 4  | 4  | 4   | 4  | 4                                       |
|               | Stays on topic during meetings.                     | 4   | 4  | 4  | 4   | 4  | 4                                       |
|               | Deals with conflict openly and respectfully.        | 5   | 5  | 5  | 5   | 5  | 5                                       |
| Contribution  | Finds and fills a useful role on your project.      | 5   | 5  | 5  | 5   | 5  | 5                                       |
|               | Does their share of the work. (relative percentage) | 16.67%  | 16.67%   | 16.67%   | 16.67%  | 16.67%   | 16.67% 6-member team -> 100%/6 = 16.67% |
|               | Steps in to help others when needed.                | 5   | 5  | 5  | 5   | 5  | 5                                       |
| Engagement    | Shows up on time (or makes alternate arrangements). | 5   | 4  | 4  | 4   | 4  | 4                                       |
|               | Meets deadlines.                                    | 5   | 5  | 5  | 5   | 5  | 5                                       |
|               | Is passionate!                                      | 4   | 4  | 4  | 4   | 4  | 4                                       |
| Comments      |   | Looking forward to working together on the Atomic Games this coming Saturday! | Thanks for constructing our User Interface Model into a legible non-Microsoft Paint version. | Glad you've figure out the basics of Github - branches, pull requests, push, pull, commits, merges, etc. | Thanks for making the technical requirements documentation => | Good luck on Google Oauth implementation with our upcoming back-end ;D |   |

People don't always show up on time because they're literally jogging across campus after classes to make it to the team meetings.

We need to work more on Gitflow to make sure in the future we know how to handle merge conflicts and resolution.

Need to make sure we stay on top of commenting our code-base so everybody will be able to jump in and determine generally what does what and why.

We all get minorly side-tracked with tangents during our team meetings.

We all generally need to improve our flow of communication in real-time, especially in regards with task assignments and the specifics regarding each particular task.

We've all managed to contribute to project development or design in terms of documentation or app development.

We still seem to get along with each other well and everyone's willing to answer questions and help each other openly.

Conflict isn't an issue unless it's convincing Mark Wissink not to try to implement Google Oauth :D

Passion is constrained by our time constraints as we all have 3-4 other classes to worry about.

7% per person