

		Ian Adams	Caleb Boraby	Ian Christensen	Bolu Olayemi	Mark Wissink	
Communication	Stays in contact with other team members.	4	4	4	4	4	5
	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%
	Steps in to help others when needed.	5	5	5	5	5	5
Engagement	Shows up on time (or makes alternate arrangements).	4	4	4	4	4	4
	Meets deadlines.	4	4	4	4	4	4
	Is passionate!	3	3	3	3	3	3
Comments		In CS-212, we saw you flash by the camera when we watched your soccer match for the first few minutes of class ;D	Thanks for updating the UI model and creating the Deployment Diagram.	Thanks for creating the PowerPoint presentation slides for our final presentation and also your work on the Resolve Matches screen.	Thanks for all the work you did for our Usability Testing, Script, and Report, as well as other miscellaneous administrative tasks.	Thanks for updating and modifying the RESTful web service and integrating core features of the application to work with our back-end.	6-member team -> 100%/6 = 16.67%

I will keep the same values as the previous sprint. As we keep on nearing finals, everybody's priorities shift towards studying for finals rather than last-minute programming, administration, design, etc., binges for the team project; myself included.

Our passions has to be evenly distributed across all our classes this semester so as to maintain a satisfactory G.P.A.

We deprecated full team meetings the past few weeks due to scheduling conflicts.

We have run out of funding twice now on GCP, the third coupon code should last till past final presentations.

I think I am the only person with a powerful enough laptop to run Android Studio without resource issues - lag, long load times, crashes, etc.

I wish I had more free time towards the end of the semester to go on programming binges but my part-time job at the Thai Restaurant started back up after the renovation was finished after that little fire incident that occurred in January.

This 2nd experience of working on a team for software development (my first being the Thailand interim) has definitely improved my working knowledge of GitFlow, Git, GitHub, etc.

Understandably, Bolu and Caleb would prefer to work on non-coding tasks as their interest lean towards data science and information technology, respectively.

I definitely enjoyed "greenfield" development by creating the code-base foundation for the Android App and RESTful web service as well as Google Cloud Platform deployment.

It provided me with a nice working knowledge of all aspects of the project, which allowed me to multi-task and jump from one task to another, without being completely lost.

Mark definitely did quite a bit of work to update the RESTful web service and database schema and implement the Volley network library to provide a easier way of communicating with the web service.

Caleb generated the initial draft of our database schema upon which we based future revisions upon.

Ian C. made his best attempt to jump into our code-base despite not having been involved in the initial foundation. It's definitely difficult to analyze and understand existing code, even if it is decently documented.

Ian A. had soccer obligations so he had to shift his priorities elsewhere for a while.

I think we got along just fine as a team overall. I didn't really see any personality conflicts. We all have a sense of humor.

There's always that last minute push to implement additional features, bugfixes, or update documentations, before the end of every sprint when deliverables are due.

Work hours doesn't necessarily equate to work completed, as oft-times those hours involve extensive research on how to resolve an issue or implement a feature.

The actual writing of code usually doesn't take anywhere near as long as figuring out how to implement the functionality.

It's definitely correct to say that after a couple weeks your own code starts to look as alien as someone else's code. It took me a while to re-acclimate to my own code after a extended time of leave from that particular segment.

Android Studio is definitely a powerful IDE, I just wish Google had better up-to-date documentation on it.

Some of our team members might have significantly less recorded hours than Mark or I, but they still completed tasks that were essential to getting a good grade and producing the necessary deliverables.

I'm pretty sure people forgot to record all their hours spent on the project. I did a pretty good job of recording every minute on spent.

It actually takes a while to write a proper commit message that documents your changes, update Trello to reflect the tasks in-progress/backlogged/finished, etc., and even longer if you're documenting your code on-the-fly as you code.

I tried using the GitHub issue tracker to document bugs, coding-related tasks, etc., and to use "Resolves #61" in my pull requests.

My coffee intake has steadily increased as finals near, per the norm. It's to the point where I feel lethargic in the morning without gulping down a cup first thing. Looking forward to the coffee migraines at the end.

I feel like software engineering should be a two semester classes, ideally. There simply isn't enough time in one semester with everyone having 4-5 classes to worry about to commit enough time to create a decent product.

I definitely think I'm in the right major/program since I can definitely sit in front of a monitor and code for 10 hours straight, provided I have enough coffee to sustain me.

It's still somewhat fun to update Trello and GitHub and other project management tools.

It's hard to be purely cold and objective when you've gotten to know your team members well and like them.

Caleb and Bolu were purely on the non-coding related tasks. Ian C. was sort of a hybrid of the two. Ian A. leaned more towards the coding. Mark and I were heavily on the coding tasks.

I provided the Android smartphone for usability testing and general demo purposes as everyone else apparently owns an iPhone on the team.

Overall, when push comes to shove, we get things done, one way or another, for better or worse.

7% per person