

| | | 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% 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). | 4 | 4 | 4 | 4 | 4 | 4 |
| | Meets deadlines. | 4 | 4 | 4 | 4 | 4 | 4 |
| | Is passionate! | 3 | 3 | 3 | 3 | 3 | 3 |
| Comments | | | | | | | |
| | | Glad Calvin's soccer team is doing well so far. Thanks for re-factoring segments of code for better style and code hospitality. | Thanks for modifying our database schema with more precise names for attributes. | Looking forward to seeing your completed revisions to our activity (sport) selection screen, if I'm remembering the correctly. | Per usual, thanks for scheduling our team meetings, scheduling availability for test subjects/stakeholders via Google spreadsheets, and also for writing the initial draft of our usability test script. | Thanks for the hard-work in adding to the RESTful web service API and integrating database requests via Volley in our front-end application. | |

Passion is hard to maintain as its nearing finals and we're all busy juggling our classes and associated homework/study.

Scheduling team meetings has become more difficult, and we've had several cancellations due to over half the team not being to make it on a particular day.

Slack is the easiest place to communicate with each other for now.

We meet deadlines, but the quality of the work, can be a bit rushed due to the time crunch from nearing the end of the semester. (*cough* rough draft of usability test script *cough*)

We're further ahead on our development of the back-end and front-end than we are with maintaining project documentation.

Maintaining quality project documentation just takes that much more additional time away from finishing the basic functionality of our application.

Relating to that, our presentation could have gone better if we had managed to schedule time to practice together rather than just winging it.

I am personally more of a creator than an administrator, so I find it far more fun to be creating than maintaining.

We have some personnel system bottlenecks. Only Mark Wissink and I have machines capable of Android development. Everyone else's system is too outdated and tend to hang up, freeze, or suffer other issues running Android Studio.

The lab computers are NOT optimal workstations for doing Android Studio development for our team project.

I am also the only person on the team with a Android Phone available for usability testing and this is my personal phone that has all my 2 factor authentication for bank accounts, etc.

This will present issues based on the availability of stakeholders, test subjects, and the team members themselves.

Mark and I are the only people with a decent grasp of how to implement and modify our back-end, including the RESTful webservice, integration with front-end Knight-Ranker application, and GCP in general.

(well, I did sort of build the code-base foundation for the back-end and front-end)

Our issues aside, we're still plodding along and we should at least have a presentable and functional Knight-Ranker application for the final presentation, regardless of how terrible our code-base might look in terms of documentation and styling.

The UI model is almost pointless to maintain as we make continual and semi-regular changes to the UI in our application.

We need to draft aesthetically pleasing final versions of our domain model, and other more static documents.

7% per person