

Team Report: Design Phase

The purpose of this report is to describe how our team came together and how we worked on the initial design phase of the project. Our group consists of Jace Riehl, Michel Martel, Nathan Tipper and Vincent Cote. As avid fans of the television show “Rick and Morty” we wanted to make a game inspired from the show. Based on the main character of the game, Jerry, we decided to name our group “The council of Jerry’s”. The following sections will describe what the group has done together as well as the individual tasks preformed for the design phase of the project.

Our group was assembled early on in the semester in order to get a good head start, we started chatting on Google Hangout right away to get a feel for each members schedule. Our first official group meeting was held on January 26th, 2017. In this meeting we flushed out a lot of the initial details including everyone’s strengths and distributed the roles among the group (see below). We also started talking about what the game might be and what kinds of things we all would like to see in it. We decided a weekly group meeting would be held every Tuesday. After said meeting, if needed, a supplementary meeting is to be held on Thursday evenings or a video conference over the weekend.

In order to complete the Design Phase Document we decided to split up the sections of the document among the group member and then assemble them into one document. Through our meetings, video conference and group chat all members where able to successfully complete each section to meet the deadline. Some reshuffling of task assignments happened in order to better suit the team members.

Overall each team member added their own ideas and strengths and these strengths and contributions will be evident in the final project. We all have been very accommodating and fully invested in this project in order to accomplish something we can all be proud of in the end.

The main individual tasks are described below:

- **Jace Riehl (aka Philosopher Jerry):** Jace is our Quality Assurance Lead, he was in charge of section 3 (Revision table), section 4 (Introduction) and parts of section 6 (Development Process).
- **Nathan Tipper (aka Boss Jerry):** Nathan is the Team Lead, he was in charge of parts of section 6 (Development Process) and section 7 (Software Design).
- **Michel Martel (aka Artsy Jerry):** Michel is our Documentation Lead, he was in charge of section 1 (Title Page), section 2 (Table of Contents) and parts of section 6 (Development Process). Michel also created the team logo and put together the final document package.
- **Vincent Cote (aka Handsome Jerry):** Vincent is our Design Lead, he was in charge of section 5 (Project Management) and the team report.

The team is well organized with all its members fully involved, the first stage of this project has gone very well and we expect this trend to carry over in the remaining phases. Overall the team is very excited about this project and we are very much looking forward to implementing the design to create a working, engaging and entertaining game.