Group Report Team 7

# What went well?

## Aynan

I think we worked really well as a group with very few disagreements and we also had a high meeting attendance rate. I believe we’ve made a fully working game, albeit without AI, and I think we’ve done really well.

## Oscar

Thought out project we had a number of ups and down. First comes to mind is the code that I created to predict where the player can move to based on the roll that they have gotten. This was quite difficult to do as each iteration of the code I made there were numerous issues. But after taking a step back and working out how to best approach this I finally came to the solution of recursive algorithms which were able to build an overlapping grid of locations that checked for rooms and doors this was to build an idea of where the player can move and where not. At first the code would move randomly based on what line of the search it was on and would end up getting in its own way and stopping any further search from happening as the algorithm was made not to check a location more than once. I had to change this as to no check for already checked locations so that all possible reachable locations could be found. I partnered this with another 4 recursives that would each check all the way in one direction from the check locations until it could not go any further as the dice roll would not be enough. This was definity a cost to the processing time of the program and caused it to slow down considrebly.

## Patryk

We had a bit of a slow start but we eventually got into a good rhythm and consistently did a good amount of work in between meetings, where we decided on appropriate things to do in between each time we met and kept to our targets. Our communication definitely improved as time went on too, including pairing my side of the coding with Oscar’s when necessary.

## Will

We had good preparation when we started we had a good roadmap had good communication with regular meetings. We met a lot of our goals, meeting most of the requirements.

# What did not go well?

## Group

We did not manage to finish in time to do the player agents and we had communication issues in the first couple months

# How well the team worked together?

Very well with very disagreements and occasional communication issues

# What did we learn doing the coursework?

## Group

We learned what it’s like in the software development world and how to work well in a team and follow agile principles.

# What might we do differently next time?

## Group

Perhaps regular weekly meetings from the start and better communication would be best next time

# Additional Requirements

We did not management to complete the new requirements sent out on 20/04/2021 as we needed to prioritise finishing sprint cycle 2 and sprint cycle 3. Next time, we will make sure to finish early to complete the additional requirements that a client may sent with little notice.

# Peer review

Aynan - 20

Oscar - 20

Patryk - 20

Will - 20