

Team Contributions: Final SFWRENG 4G06

Team 9, dice_devs
John Popovici
Nigel Moses
Naishan Guo
Hemraj Bhatt
Isaac Giles

This document summarizes the contributions of each team member for the final demonstration and documentation. The time period of interest is the time between Rev 0 and the Final documentation. Data is from Rev0 or from 2025-02-02 inclusive (depending on what is being tracked), to 2025-03-26.

1 Team Meeting Attendance

Student	Meetings
Total	5
John P.	5
Nigel M.	5
Naishan G.	5
Isaac G.	3
Hemraj B.	2

Meetings were documented and persons missing were notified through text channels. Work was distributed fairly keeping in account elements of focus and those who could help helped those who needed it.

2 Supervisor/Stakeholder Meeting Attendance

Student	Meetings
Total	2
John P.	1
Nigel M.	2
Naishan G.	2
Isaac G.	2
Hemraj B.	0

Not everyone needed to be present at the supervisor meetings as it was documented and was primarily to show off the product to the supervisor and receive feedback.

3 Lecture Attendance

Student	Lectures
Total	1
John P.	0
Nigel M.	1
Naishan G.	1
Isaac G.	0
Hemraj B.	0

We made sure to always have at least one team member present at all lectures taking detailed notes which we went over in the following team meeting.

4 TA Document Discussion Attendance

Student	Lectures
Total	1
John P.	1
Nigel M.	1
Naishan G.	1
Isaac G.	1
Hemraj B.	1

We made sure to all be available and present for the only TA discussion.

5 Commits

Student	Commits	Percent
Total	253	100%
John P.	38	15.02%
Nigel M.	83	32.8%
Naishan G.	20	7.9%
Isaac G.	70	27.67%
Hemraj B.	42	16.6%

Nigel took primary lead in developing the structure of the game and in bug fixes.

Isaac 's focus was on the test suite and CI/CD which required uploading and re-uploading when failing, leading to a large single-week commit amount.

Hemraj's focus was on server setup which similarly led to a large single-week commit amount.

John focused on organization and preparation for the expo, leading to a lower commit amount, but with a sizable amount across the semester.

Naishan's focus was on creating the user manual video as it is an extra, but leads to fewer commits. Likewise, he took a lead in usability testing outreach which led to more testing feedback but did not include commits.

6 Issue Tracker

Student	Authored (O+C)	Assigned (C only)
John P.	23	24
Nigel M.	74	31
Naishan G.	3	9
Isaac G.	2	22
Hemraj B.	0	6

Nigel took a lead in making issues based on usability testing feedback, leading to a large amount of authored issues that are mostly all attributed to him regardless of feedback source, and John was the primary note-keeper during meetings, which were tracked as issues. Hemraj focused on solving server issues.