# Reflective Report:

My role in the group project was that of documenting the entire project and project manager. As project manager it was my role and responsibility to organise my fellow team mates to ensure that all deliverables were achieved and met on time. To make sure this was achieved I made sure that all goals and objectives were properly defined and set out before diving into the project and allowed for some leeway as it would be foolish to assume we would not run into problems. Especially taking into considering the fact that absolutely none of us had any prior experience with any of the languages we were going to use or designing an escape room. I began this process by taking the deadline date, how many tasks we had to do, who was doing what part of the project and working my way back with an agile approach. Once I had all the deliverables attached to a due date and who had to do what so that the game would game out at the highest standard possible with the restrictions factored in I began allocating tasks and setting weekly check ins to make sure everyone was on track and picking up any slack if need be.

The biggest challenged I faced was ensuring that all tasks were completed at their allocated time to stay on track as we all had our own coursework that was due at the same time. Not only were we restricted by the time frame and skill level of what we can do but also by the fact of having to focus on multiple pieces of work all at once. After a brief sit down and discussion with my team we established a plan of action and began executing the updated game plan. The next big challenge I encountered was when I needed to fill in a role with having no experience there was a lot of catching up to do but with communication with teammates and some tutorials I was quickly on my way to making sure goals were being met. This in my opinion really showcases the importance of communication as a team.

Looking back on the project now, I can happily say that as a team, individual and the project was a great success. It came out looking so much better than I had originally envisioned and thought. However, in the future I would take it upon myself to be sterner with teammates as the relationship I had with them I sometimes let get in the way, such as, letting it slide when a teammate doesn’t deliver on the day and gives a poor excuse.

When it came to writing the code for the project and developing our game we found that GitHub was the perfect tool to use for making sure everyone had access to same the information and we could all work to it as a whole. As we all had our tasks, skill set and time constraints it made it ideal to work using the agile approach. Furthermore, GitHub made merging and sharing code extremely easy, though we did have some issues with getting GitHub to work at times and unity working on the university computers due to outdated software. As a whole I can say that everyone contributed their fare share of work and no one person let the group down. Though people had their flaws, myself included.