Joseph:

I was in charge of creating the player, moveable and logic classes as well as collaboratively creating the menu class with Eveleen. In the final design doc, aside from the corresponding CRC cards and Logic candidate class I also created the class diagram. I decided how certain issues such as the bomb would be handled-with assistance from Mathew and Kamille who helped to decide how best to implement these ideas. I also decided that we should have a game tick method to make certain features of the game such as character speed and logic easier to implement.

Eveleen:

I oversaw the creation of the Floor Following Thief and the Smart Thief classes, as well as collaboratively creating the menu class with Joseph. In the final design document, I contributed the CRC cards for the two thieves and the explosion pseudocode, as well as creating the inheritance hierarchy section. I also, along with the other members at our bi-weekly meets, helped with discussing and talking through any problems and ideas I or others would have for the project.

Matthew:

I was responsible for the CRC cards of the flying assassin class and the graphics. Since graphics are limited in the design phase I undertook extra work when it was required such as when members dropped out and I took on the responsibility of the file system/manager. Through this I have created the design for the file system and decided how to implement the player's profile/scoreboard. In meetings I was on-hand to give assistance with an alternative viewpoint.

Kamile:

I was responsible for writing and submitting the "Weekly Contribution Breakdowns and Minutes" from week 2 onwards. Within the partial design document, my role was to design the candidate class 'Bomb'. I created the CRC card for the "Bomb" and explained its responsibilities and collaborations with other classes. During the first couple of weeks, I also designed the CRC cards for the Items.

James:

I was responsible for creating the game/board class and the cell class. Since the cell class was once of the five candidate classes, I spent most of my effort on that class. I've written the UML class diagram for both and pseudo code for the cell class. From this, I decided how the game class will initialise the cells and how they will be stored as a 2D array of cells. Where cells contain an array of four enumerator colours.

Successes and Failures:

Overall as a group we've had the success of having a good overview and vision of our final project, both as a whole and into specifics, due to a large amount of discussion and forward planning. Additionally, despite having minimal to no contact with two members of our group, we efficiently and evenly adopted the work we had originally planned to give to them, such as the menu classes, and were able to take on this extra work without letting it impact our milestones and scheduling. Additionally, we were able to keep on track with our milestones we set out, allowing us to get all our work down as expected in the time frame given.

Unforeseen circumstances:

Originally the menu and file system were the responsibility of Devjyot, however after he ceased communication with the group (without having submitted any work) the menu was overtaken by Joseph and Eveleen and the file system was overtaken by Mathew.