

<b>Section #</b>	4	<b>Team Members:</b>		Szun Kidd Choi		
<b>Milestone #</b>	3			Molly Badger		
<b>Team Name</b>	Sneeples			Seb Barnes		
<b>Game Name</b>	Schwartz's Sneaky Snail-Mail Scandal			Valentin Parafioriti		
				N/A		
<div> <div>Instructions</div> <div> 1 - Make a copy of this spreadsheet and name it "YOURNAME_M#".  2 - Enter information about the <b>team overall</b> in <b>blue</b> cells.  3 - Enter information about <b>yourself</b> in <b>green</b> cells.  4 - Enter information about your individual teammates in orange cells.  5 - Save the completed sheet as a <b>PDF</b> and submit to the appropriate myCourses assignment dropbox. </div> </div>						
<p align="center"><b>Rate (and explain!) the participation of yourself and each of your team members in the project work.</b>  <i>This should be your evaluation of their motivation, participation and effort on the project, and "not" their academic performance.</i></p>						
	Use this column to evaluate the team as a whole	Szun Kidd Choi	Molly Badger	Seb Barnes	Valentin Parafioriti	N/A
<b>Rating</b>	5 - Excellent: Consistently went above and beyond, tutored teammates, carried more than their fair share of the load.	5 - Excellent: Consistently went above and beyond, tutored teammates, carried more than their fair share of the load.	5 - Excellent: Consistently went above and beyond, tutored teammates, carried more than their fair share of the load.	5 - Excellent: Consistently went above and beyond, tutored teammates, carried more than their fair share of the load.	4 - Very Good: Consistently did what they were supposed to do, was very well prepared and cooperative	
<b>Comments</b>	I made this clear in my progress report, and I'll say it here again: this milestone, everybody worked harder to bring our project to completion. Everybody was very accommodating in response to the further downscoping we had to do this milestone, and it was because of the combined effort that we were able to meet our new goals without having to make further adjustments despite	Like I mentioned in my progress report, I feel positive about my contributions this milestone. I worked on Game UI, a game states FSM, interactions between the player character and professor tiles, and documentation. I attended all meetings except for one because of another meeting with my Game Design team the night before that ended very late for	Molly contributed really well this milestone. She helped to create assets for the Game UI, and was the one who cooked up the dialogue for individual characters in our game, directly contributing to the storyline in the process. Besides that, she helped to implement the main menu both in terms of assets and code. She also tried to help solve the issues we had with interactions between	Seb was amazing this milestone. They figured out how to dynamically manage collisions between the player character and wall tiles drawn to the map at the very beginning of the milestone, which helped tremendously in accelerating progress. They also helped to figure out part of the issue we were having with interactions between the player character and professor tiles.	I will not comment on Valentin's contributions because he ran into issues with internet connectivity this milestone. He took on the task of player and professor interactions at the beginning of the milestone, but shortly after lost his internet connection.	
<p align="center">Do you agree or disagree with the following statement? Why/why not?</p> <p align="center"><b>"This team member has helped to create a positive and inclusive environment that allows everyone to contribute to the best of their ability."</b></p>						
	Use this column to evaluate the team as a whole	Szun Kidd Choi	Molly Badger	Seb Barnes	Valentin Parafioriti	N/A
<b>Rating</b>	5 - Strong Agree	5 - Strong Agree	5 - Strong Agree	5 - Strong Agree	4 - Agree	
<b>Comments</b>	We collectively managed to create a very positive working environment this milestone. We stayed connected on Discord, and responded to messages promptly. Meetings were held as scheduled. More importantly, we celebrated each other's successes, and also offered support and help to each other whenever needed. The help we gave each other boosted productivity and helped support our progress toward achieving our goals.	I personally tried to create a positive environment by checking in on everybody's progress every so often, and sending reminders when needed. I also made sure to update everybody regularly regarding my progress on tasks. I helped Molly and Seb with some of their tasks when they were stuck, and contributed to overall progress in this way.	Molly created a positive environment by updating the team regularly about her progress on tasks, letting us know what was working out and what wasn't. This allowed me and Seb to reach out and provide help, which allowed development to continue. She also celebrated the team's successes, keeping everyone's motivation high.	Seb created a positive environment by also providing the team with regular updates about their progress on tasks. They proactively took up tasks that needed work, helping Molly and I on our code and massively contributing to the overall development of the game. Like Molly, they celebrated progress the we made, maintaining team morale.	SEE PREVIOUS SECTION - Regardless, Valentin warned us about his connectivity problems before going offline. That I am very grateful for, because that allowed us to create a backup plan promptly in response.	
<p align="center"><b>Other feedback/comments?</b></p>						
	Use this column to evaluate the team as a whole	Szun Kidd Choi	Molly Badger	Seb Barnes	Valentin Parafioriti	N/A
<b>Comments</b>	N/A	N/A	N/A	N/A	N/A	

[illegible]