Nathan Hallam

Goings

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Reflection: The Role of Project Lead

Every project no matter the team size has someone who leads it, may it be a person working solo or a team of hundreds. This person is responsible for managing an extraordinary amount of information from formal documents to the individual roles of the team they are responsible for. In the case of GAM 305’s Team 3 I have inadvertently nominated myself as a project lead when taking initiative in establishing team communications and going over project work.

For me this is not normally a position I would have taken in a physical in person environment as I am typically an observer, however with the virtual environment I am able to be more aggressive in my thoughts and actions when it comes to advancing a given circumstance. This has had its pros and cons however with my feeling I have gone and scooped up a good portion of the work out of individual obligation to get the work done; one of the reasons why I prefer to work alone. With this in mind I have been trying to delegate tasks to my team more readily, providing feedback as necessary, and issues in code that I have not developed I mention to the team member responsible instead of fixing it myself.

I have been open minded to my team members ideas and influence from the start and as the de facto project lead it is important to be able to listen, accept, and acclimate any of the team's suggestions to the overall project plan. This has given me some new viewpoints and angles of engagement for the project, albeit not drastically different from my own. One such idea was with planning the project. I had proposed an idea for a game that I had stored away, a first person ability shooter where abilities are tied to the players health. Originally the idea was a top down port of the idea but with suggestions from the team it was modified to be more of a structured room clearing experience where the player has to engage with the environment and use what is given in the level rather than abilities and depleting health.

Being a virtual only team has come with its benefits but the biggest upheaval has been syncing our projects from bitbucket to prevent merge conflicts. We as a team have already spent a few hours over the past two weeks helping each other push changes from our local branches to the remote main branch. Some of the fixes were easy, quirks with bitbucket's large file system not working properly, while others have been bottlenecks for what I believe to be a lack of experience using bitbucket and git bash. While we are learning more on how to use bitbucket in a team setting we will most undoubtedly come across more issues in the future from which I have been keeping an informal logbook of how we resolved issues.