MEETING AND INTERACTION  
We are a group of 5 which worked together in creating via coding a game called “treasure hand”. It was an awesome experience as it both helped in learning and value teamwork. Firstly, our group met 5 times physically as well as 2 through social media. Whatsapp made our life easier as for any update we just informed each other through it. Each meeting lasted about an  
hour or two because our schedules were a bit of a challenge.

DECISION-MAKING PROCESS

As the whole project was about creating a game that will be entertaining and fun, we decided to split it in 4 parts. First part, the coding, it was managed by Peter who was more comfortable with it. Second part, styling, Cynthia was very good at it so she preferred to do it. The the third part, the images of the game were handled by Steven and lastly, the part of describing our work was done by Owais. Generally the decision were taken evenly and everyone agreed to them. For sure at the end we saw all parts together just to make sure that we agree with each part that was made.

WORK DISTRIBUTION AND COMPLETION  
The whole work was divided based on everyone’s preference and availability.  
Peter and Steven focused on structure and development while Cynthia and Owais focused on styling and visual - descriptional aspects. Once each of the analyses was complete, we merged our  
work into one document where we met and read it all to make any corrections if  
necessary.  
  
NORMS  
To foster a positive atmosphere, we encouraged punctuality and  
respect for each other's opinions. For everyone to be equal and free to talk about any problem they might have.  
Furthermore, from the start everyone agreed on the deadline with regular updates on our Whatsapp group.  
Each one of us talked about how they want to work and were  
responsible for meeting the group’s deadline to avoid misunderstandings.

MEMBER ROLES  
Each member naturally took its role.  
Peter acted as a coordinator, ensuring that everything is in the right flow, deadline are met. Steven and Cynthia acted as designers helping with the overview of the assignment. Owais played the role of the motivator, keeping everyone positive and encouraging them to continue. Overall, we did not discuss any rules as it was not needed. We had excellent communication and teamwork if any problem occurred, we all helped to solve it.

LEADERSHIP  
Peter became the acting leader as he was the most well-prepared. He was excellent at maintaining discussions, summarizing decisions and ensuring deadlines were met. His suggestions were respected due to his reliability.

COHESIVENESS  
A strong part of our group dynamics was cohesiveness as all members were focused on the task with mutual respect throughout the process. Factors such as clear task assignments minimized confusion and misunderstandings, regular communication ensured the involvement and support of everyone and the shared interest in the well completed assignment.

CHALLENGES  
As a group, we faced minor challenges. For example, the distance – we had a small problem as where to meet and at what time as everyone’s programs were different. But through open communication and compromise everything was solved.

CONCLUSION

Our teamwork was awesome as we shared mutual respect and responsibility to achieve the result we wanted. Challenges such as scheduling physical meetings were managed thanks to our good communication and the willingness to solve our problems. The whole process showed the true importance of clear roles-tasks, structured meetings,updates and shared  
commitment in achieving our goals.