# Personal Perception (200 words each)

**Ash**

I think our group worked well considering we were down one person from the get-go. Everyone picked up the slack from the missing person without complaint and got on with the tasks. Communication was ok but I think we could have improved a little with what exactly we were doing for each task as there was some confusion at times. I have never worked in a "long-distance" group before so it was interesting and I was surprised at how much more difficult it was to organise getting everyone in the same room to communicate compared to if you were face to face. Everyone in the group was very supportive with each task and as life tends to get in the way of the best-laid plans we were more than happy to help each other if we couldn't meet a team goal in time. There were no arguments or problems with group members not doing their work which was good, I think this can only get better the more we work together in the upcoming assignments. With the tools we used discord was the one we used the most to communicate and GitHub's log of activity wasn't indicative of the work people put into tasks as it was only the final product we uploaded.

**Brad**

One of the challenges around working as a group on an assignment is availability. The group had strong aspirations to complete as much work as possible, which is an admirable quality to have in contrast to alternate possibilities where motivation could be entirely lacking. This is not always a common thing, so it was great to see a bit of focus and determination is generated right from the start. I think one of the critical challenges for this was getting it off the ground, which is quite reasonable. This is where everyone pooled ideas and skills/abilities to make it happen to revolve around strengths and weaknesses.

It takes time for people to generate ideas, collaborate and develop the necessary motivation to drive ideas forward. This creates a healthy team culture in the process. Once we reviewed the spec, we had a few start-up huddles on Discord before everyone tucked into getting aspects ready with Trello being utilised as the work distribution mechanism. Everyone was all keen to pick up valuable pieces of work. During this assignment, most members of the team had barrages of personal circumstances that cropped up, during which time others offered to lend a hand with helping others. Overall this was a positive outcome. It’s not always easy collaborating remotely on a project, but we managed that aspect well.

**Declan**

I believe the group did very well given some of the hurdles that presented themselves, such as an inactive group member causing us to only have 5 instead of the full 6 members. We all managed to pick up the extra work required due to this and no one complained at all when choosing tasks or being given extra ones which was fantastic to see.

As a group, our communication needed to be improved at times, in regard to ensuring everyone knew exactly what they had to be doing, as there was a small bit of confusion but overall, it was quite good.

I was surprised to see how supportive everyone was in the team, always ensuring that people are doing okay, and going that extra mile to ensure everyone was happy with their workload and not stressed that they may not be able to meet a deadline.

The main thing I learnt about working in a team is that there will always be problems but it’s how they’re tackled that is important. We had the issue of many personal factors interrupting us, but we always rallied together to help one another when needed, and that was wonderful to see.

**Jayde**

I believe that Not Awake Studios worked quite well as a team and that we were able to mostly communicate effectively and get work completed at a good pace. Although at the start our work was not put on the GitHub repo, our progress was tracked through the tool Trello that I had set up near the start of the group project in order to track and assign tasks to different group members. Although for the most part the group did communicate effectively there was some instances that we did not, such as some members not initially informing the whole team of them being overwhelmed and them needing help, they did contact one member to get them to help but this was only later relayed to the rest of the team, also at the start there was the miscommunication on who was doing which task, the use of Trello helped overcome the latter. The one really surprising thing was the eagerness of some team member to step up, this came in the form of getting extra work done when we were not able to contact our 6th member and get the work done that was originally left for them, but also when my unforeseen circumstances of having to abruptly move home the team was quick to jump in and offer support to make sure that all our work was completed. The one thing I have learnt about groups is how unpredictable they can be, especially when we are all working remotely and aren't all able to have a group chat at the one time, this can cause issues but with the group that we are we are able to read through the messages that were sent on discord and keep up to date at all times.

**Miller**

As a team we worked and communicated decently, at time it slipped or miss interpreted but at the end of the day we made it worked. At the start when we formed the group, we introduced ourselves to each other and we all clicked, we do not talk much voice to voice but when It is needed, we do! Discord has been the main communication tool with the use of Google Doc’s and GitHub, stuff we talk about can get lost at times and takes a little bit to find specific topic. When we had someone just join the group, we all messaged the person. We did not receive any message back from the random person, so we had the person removed but communicated with Anthony Clapp to help with resolving the issue. We all live a distance apart but with the constant communication makes it feel like we all work out of an office, just on different floors. As Not Awake Studios I think we work together in a way that is both casual but when it comes to crunch time, we get the job done, no questions asked. I will be looking forward to working with them more.

# Group Perception (400 words)

Not Awake Studios performed more than admirably considering all the complex problems that they had to face throughout the project.

One of the things that went surprisingly well for the group was the perseverance and care shown to our members in times of need. From sick loved ones to injuries to complicated living situations, we all persevered through it together and were sure to lend a hand to anyone that needed it.

Our communication was lacking at times and caused some minor issues such as tasks being left unattended, but we made sure to rectify any issues as they arose and we now know that our group communication skills are something that needs to be improved in the future.

What surprised us all most as a group was how our members' strengths shined through when we needed them most. Jayde presented us with the best industry connections for the “IT Work” section, Brad found himself to be somewhat of a tank at times, taking up extra work to keep everyone from over-encumberment, Declan created the Discord, GitHub repo, and shared Google Drive folder to ensure that the group was able to communicate and share info as needed, Miller took on a design role, not unlike his dream job to try and create an aesthetic website to paint our information on, and Ash was always willing to help and go the extra mile, even making a profile for our sixth group member!

We all learned that when it comes to groups, nothing is predictable or easy, and it takes time to mesh with everyone and learn their working patterns. Once you manage to do this however, you can create a well-oiled unstoppable machine that can conquer any task thrown at it. We also quickly learned the importance of communication and now know what we must do to improve group skill for future undertakings.

Throughout our time on the project, the group was lacking when it came to maintaining proof of the group's processes, such as a GitHub commit trail, but this was because most of the group chose to upload only their finished products for review and often it was found that no further changes needed to be made to said material which led to very short and far between commit trails. Therefore, we all strongly believe that the GitHub log is not indicative of the work performed by each member