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CSCE 361
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Report - Team Dynamics



Team Dynamics of Sync or Swim

Final Team Roles:

Early on we attempted to define team member roles based purely on our discussions of past experiences, however as time went on several of those positions changed significantly. Most notably, Collin and Mark gained more defined specialities, and Quentin took over Git repo management from Cameron.

Cameron: Team Lead and Head Developer

Collin: Database Guru/Developer

Levi: GUI Guru/Developer

Mark: Watchman Guru/Developer

Quentin: GitHub/Slack Manager/Developer

Communication Changes:

We originally planned to use Blackboard for communication. However, Blackboard does not actually have practical communication methods. We instead used a free communication software called Slack for scheduling meetings and discussing our concerns throughout the project. Slack allowed us to create multiple channels: #general, #github, #meeting, and #random. Minor questions were discussed over in the #general channel; it was used to conduct remote meetings as well. The #meeting channel was used to schedule remote or physical meetings. All push notifications to our repository were directed to the #github channel. #random was exactly what it sounds like: pure water-cooler nonsense. When we were writing non-code documents, like this document, we used Google Drive to actually write the document and Slack to discuss what was being written.

Team Scheduling:

While we originally planned to meet for at least 4 hours a week throughout the semester, we have done no such thing. The consistent meeting times and regular code reviews mentioned in our original team dynamics document were nonexistent in reality. Meetings were done ad hoc and scheduled on the fly with Slack.