

Reviewer Name: Preston Harms

Member Name: Richard Le

Please evaluate your team member on a 0-100% scale for each of the following items to the best of \*your\* ability. A rating of 100% says that team member gets 100% of team points earned. A rating of 90% says that member gets 90% of all team points earned. If you'd like to check the syllabus for the corresponding grade point, that's fine. Note that a 90% translates to a 3.5. Justification for each of your ratings is required. First list your rating, then provide a brief justification for that rating.

1. Present for team meetings and contributed to discussion

100%. He was always present and responded to messages very quickly. He contributed to the overall design and implementation greatly.

2. Tasks assigned were completed in a timely fashion and with good quality

100%. He never missed a deadline, and all his deliverables were top quality. He also communicated any hangups or blockers in advance of the proposed deadline so they can be removed and the project could move forward.

3. Communicated well via email as well as via Zoom or any other tools you used

100%. His communication was always quick and concise. He was always one ping away.

4. Was genuinely interested in working on the project and seeing it succeed

100%. He was very excited to create the new GUI and try out a new technology to implement it. He was also eager to incorporate new game play elements.

5. Overall contribution to the project (and team activities) as a whole (this is the most important score/grade)

100%. He was tantamount to our success and did an excellent job with all his work.

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Provide any general comments you feel necessary to further describe your team member.

Richard is a great developer that will go far in the industry. I have no doubt in his abilities and his commitment to improving his skills and any application he works on.

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Would you like to work with this person again in the future?

Absolutely!

Reviewer Name: Preston Harms

Member Name: Preston Harms

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1. Present for team meetings and contributed to discussion

100%. I never missing from any meeting and communicated in a timely manner.

2. Tasks assigned were completed in a timely fashion and with good quality

100%. I always communicated my concerns whenever issues across and completed my deliveries on time.

3. Communicated well via email as well as via Zoom or any other tools you used

100%. I was always quick with responses across all channels.

4. Was genuinely interested in working on the project and seeing it succeed

100%. I contributed to the overall project design and management as well as delivered my functionality without issue.

5. Overall contribution to the project (and team activities) as a whole (this is the most important score/grade)

100%. As a two-person team, it was very important that we both contributed to the success of our project. I delivered what I set out to do and helped improve the overall quality of our codebase.

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Provide any general comments you feel necessary to further describe your team member.

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## What I learned

Throughout this project I learned a lot about working with team members outside of a work context. I learned not only how to manage a project but also the general usefulness of the structures in place and how to effectively leverage them to ensure we are meeting deadlines expectations and deliverables. Breaking down epics into feature and features into stories is a skill that is paramount to the success of any project.

On the tech side, I learned a lot about pygame as well as SQLite. I learned how much more work and maintenance it is to handle database calls without an object relational mapping framework that I'm used to. I worked with oracle databases in Java a long time ago but have primarily worked within a framework ever since.

Generally, I would like to see more focus on the breaking down of features and outlining acceptance criteria on projects like this. On this project, I would like to see more generalizations of methods and fewer repeated code blocks. I would also like to see an emphasis on executing a project using test driven development, as I have tried it in the past and on work projects but have yet to see a great paradigm around it or seen a team that uses it to its full potential.

I am happy with the game, but if we had more time, I would love to add ore combat options. I would like a party-based system with more enemies and visual options to see the party members and monsters as more than squares. I would also like to implement the save and load functionality more heavily in the menus, possibly making multiple saves. Overall though I am very happy with the result.