Rahil Sagarwala
Gary Ray
Luis Siavichay
Chad Mendenhall

Demo 1 Contributions

1. Program code writing
   ○ Rahil:
      i. Created UI class to initialize everything including window, JPanel cards, and other objects
      ii. Created GUI for each class in locations package and maingame package (MainGame, NewGame, Options, Credits, Logo1, Logo2, Continue, ConfirmContinue, StartScreen, Dialogue, MenuScreen, Inventory, TrainerInfo, ChooseStarter, ChooseStarterConfirmation, MapScreen, Outside, PalletTownYourHouse, PalletTownRivalHouse, PalletTownLab, Route1, PartPokemon, Pokedex, PartyPokemonStats)
      iii. Implemented Language switch feature in Options
      iv. Implemented Japanese language for all text including Pokémon, items, dialogue, player name, etc.
      v. Implemented text speed change feature using TimerClass
      vi. Implemented Text size change feature
      vii. Created Trainer super object with child objects of rival and player
      viii. Added attributes to rival and player
      ix. Created Pokémon objects with attributes added
      x. Created Attack objects with initial attributes added
      xi. Created ArrayList for PartyPokemon and Attacks
      xii. Created second logo
      xiii. Created Map item image and added to game
      xiv. Added font for title (English and Japanese)
      xv. Created way to disable Outside button inside PalletTownLab in order to allow for constraints similar to actual game
   ○ Luis:
      i. Researched and updated language feature for implementation of multiple language options
      ii. Created first logo
      iii. Updated code for new logos and naming convention
      iv. Added comments in Pokémon classes
      v. Created second logo for updated app versions
      vi. Updated logo for the new game title
      vii. Added attributes to trainer super
      viii. Reviewed code for issues

- ○ Gary Ray
    - i. Reviewed code for errors
- ○ Chad Mendenhall
    - i. Created attack data in JSON and CSV format
    - ii. Created Attacks factory class to parse the JSON file into an array of Attack objects and instantiate a serialized Attack object based on attack # and return it to the caller.
    - iii. Created the Attack class able to serialize between Attack objects and JSON attack data file
    - iv. Converted project to maven build
    - v. Added jUnit dependencies so we can start writing jUnit coverage tests
    - vi. Wrote jUnit test coverage for Attacks class
    - vii. Wrote jUnit test coverage for Attack class
    - viii. Started researching javaDB for possible use as a save game feature, or saving the game state in general.
    - ix. Refactored our attack package from multiple classes for each attack, to just one Attack class.

2. Unit Testing
    - ○ Chad:
        - i. Started Tests for Attack class
        - ii. Started Tests for Attacks class
3. Front-end design
    - ○ Rahil:
        - i. Created Feedback Website in HTML and CSS

    - ○ Luis:
        - i. Reviewed and contributed as a side update to the Feedback Website in HTML, CSS, and Bootstrap implementation

4. Integration and integration testing
    - ○ **Not Applicable**
5. Testing algorithms that implement mathematical models
    - ○ Rahil:
        - i. Started Mathematical Model implementation for Pokémon stats and attacks
6. Debugging
    - ○ Rahil:
        - i. Fixed GUI not showing correctly upon language switch for a few screens
        - ii. Fixed incorrect Pokémon starter assigned to rival

   iii. Fixed multiple exclusive items being assigned to player
   iv. Fixed player name and rival name not switching upon language switch
   v. Found error in text speed switch on a few screens
   vi. Found error upon resizing screen
- Chad:
  i. Did some maintenance on project settings and compiler versions in converting to maven
  ii. Cleaned up some .class files that snuck into the git repo

- Luis:
  i. Reviewed for errors
  ii. Added comments for future implementation

- Gary:

  i. Reviewed for errors

7. Program documentation
   - Rahil:
     i. Created comments for major parts of code
     ii. Created video to explain code to group (https://www.youtube.com/watch?v=t28rItN_ZGM&feature=youtu.be)
   - Chad:
     i. Create video talking about the design and implementation of our main menu

   - Luis:
     i. Suggested for video to explain concept, goal, and code to the team in order to have everyone on the same page.
     ii. Created and edited final group video for Demo1 and uploaded to youtube: (https://youtu.be/_5ECuycdJHM)

   - Gary:

     i. Created video to assist and to explain our group's purpose for our project.

8. Designing database tables and maintaining the database (if applicable)
   - Chad:
     i. Started researching javaDB

- ○ Rahil
  - i. Input website into database
9. Data collection (if applicable)
   - ○ **Not Applicable**
10. Brochure/flyer preparation

   - ○ Rahil:

     - i. Added another screenshot

     - ii. Edited content for second paragraph

     - iii. Edited content for final paragraph

     - iv. Edited content for Goals

   - ○ Luis:
     - i. Created brochure presentation in Powerpoint
     - ii. Created standard common themed layout of the brochure
     - iii. Created background images
     - iv. Added textual content for each section
     - v. Edited content
     - vi. Created design, images, and layout
     - vii. Reviewed team member's suggestions and changes

   - ○ Gary:
     - i. Used the brochure template to present information during demo 1 video
     - ii. Reviewed team member's comments and used information for better understanding of current state of project.

11. Slides preparation—informativeness and general appearance of the slides
    - ○ Rahil:
      - i. Added few more screenshots
      - ii. Edited ordering of slides and added another couple slides
      - iii. Edited textual content for each slide

    - ○ Luis:

      i.   Created slide presentation in Powerpoint
     ii.   Created standard common themed layout of the slide presentation
    iii.   Created background images
    iv.   Created introduction animation
     v.   Added screenshots
    vi.   Added textual content for each slide and presentation
   vii.   Edited ordering of slides
  viii.   Created design, images, and layout
    ix.   Reviewed team member's suggestions and changes

12. Project management, including
- Rahil:
  - i.   Created Github Repository
  - ii.   Edited Project name
  - iii.   Notified group about Eclipse and a few tips regarding the IDE
  - iv.   Kept group on task with due dates and milestones
  - v.   Notified group of things to keep as priority and things to improve on
  - vi.   Created 2 demo videos to let group decide which is better
  - vii.   Created contributions document

- Luis:
  - i.   Contributed to Github Repository
  - ii.   Provided tutorial to team for integrating eclipse with Github
  - iii.   Decided along with group about Eclipse with few tips regarding the IDE
  - iv.   Contributed to keeping group on task with due dates and milestones
  - v.   Contributed to notifying group of important dates and tasks
  - vi.   Suggested divisions of project to maintain equal contributions from each team member
  - vii.   Created the Powerpoint slideshow and brochure
  - viii.   Created and finalized team's demo 1 video and shared on youtube
  - ix.   Added to contributions document

- Gary:
  - i.   Stayed on tasks and always submitted my portion of project tasks on time.
  - ii.   Provided the intro and purpose for our Demo 1 video.
  - iii.   Contributed to keeping group on task with due dates and milestones
  - iv.   Contributed to notifying group of important dates and tasks
  - v.   Added to contributions document

Responsibility Matrix

		Team Member Name			
		Rahil Sagarwala	Gary Ray	Chad Mendenhall	Luis Siavichay
	Coding (30 Points)	70%	0%	20%	10%
Responsibility Levels	Unit Testing (10 points)	0%	0%	100%	0%
	Web Design (5 Points)	50%	0%	0%	50%
	Integration (10 Points)	-	-	-	-
	Debugging (5 Points)	65%	5%	15%	15%
	Docs's (10 Points)	25%	25%	25%	25%
	Data Collection (8 Points)	-	-	-	-

	Database (5 Points)	80%	0%	20%	0%
	Flyer (2 Points)	25%	10%	0%	65%
	Slides (3 Points)	35%	0%	0%	65%
	Project Management (12 Points)	25%	25%	25%	25%

Responsibility Allocation

Rahil: (30 x 0.7) + (10 x 0) + (5 x 0.50) + (5 x 0.65) + (10 x 0.25) + (5 x 0.80) + (2 x 0.25) + (3 x 0.35) + (12 x 0.25) = 21 + 0 + 2.5 + 3.25 + 2.5 + 4 + 0.5 + 1.05 + 3 = **37.8**

Gary: (30 x 0) + (10 x 0) + (5 x 0) + (5 x 0.05) + (10 x 0.25) + (5 x 0) + (2 x 0.10) + (3 x 0) + (12 x 0.25) = 0 + 0 + 0 + 0.25 + 2.5 + 0 + 0.2 + 0 + 3 = **5.95**

Chad: (30 x 0.20) + (10 x 1) + (5 x 0) + (5 x 0.15) + (10 x 0.25) + (5 x 0.20) + (2 x 0) + (3 x 0) + (12 x 0.25) = 6 + 10 + 0 + 0.75 + 2.5 + 1 + 0 + 0 + 3 = **23.25**

Luis: (30 x 0.10) + (10 x 0) + (5 x 0.50) + (5 x 0.15) + (10 x 0.25) + (5 x 0) + (2 x 0.65) + (3 x 0.65) + (12 x 0.25) = 3 + 0 + 2.5 + 0.75 + 2.5 + 0 + 1.3 + 1.95 + 3 = **12**

Responsibility Allocation

Responsibility Levels (Max Points Earned) vs. Team Member Name

Team Member Name	Responsibility Levels (Max Points Earned)
Rahil Sagarwala	38
Gary Ray	6
Luis Siavichay	12
Chad Mendenhall	23