

Team Contributions: Rev 0

Software Engineering

Team 8, RLCatan
Rebecca Di Filippo
Jake Read
Matthew Cheung
Sunny Yao

This document summarizes the contributions of each team member for the Rev 0 Demo. The time period of interest is the time between the PoC demo and the Rev 0 demo; the contributions prior to the PoC are NOT included.

1 Demo Plans

We plan to demonstrate a better performing Catan AI agent that uses a combination of curriculum learning and deep reinforcement learning to play the game at a higher level. By the time of the Rev 0 demo, we expect to be able to demonstrate the playback of an agent beating the current best benchmark bot over 50% of the time. This will show significant progress over the PoC demo, where we only expected to be able to demonstrate a basic functional agent that could play the game at all.

2 Team Meeting Attendance

Student	Meetings
Total	3
Jake Read	3
Rebecca Di Filippo	3
Sunny Yao	3
Matthew Cheung	3

3 Supervisor/Stakeholder Meeting Attendance

Supervisor's Name: Istvan David

Student	Meetings
Total	1
Jake Read	1
Rebecca Di Filippo	1
Sunny Yao	1
Matthew Cheung	1

4 Lecture Attendance

Student	Lectures
Total	1
Jake Read	1
Rebecca Di Filippo	0
Sunny Yao	0
Matthew Cheung	0

Jake decided to go to the 1 lecture we had and get the notes for the rest of the team.

5 TA Document Discussion Attendance

TA's Name: Tiago de Moraes Machado

Student	Lectures
Total	0
Jake Read	0
Rebecca Di Filippo	0
Sunny Yao	0
Matthew Cheung	0

Our 1 TA meeting that was scheduled was cancelled due to a snow day.

6 Commits

Student	Commits	Percent
Total	388	100.0%
Jake Read	103	26.5%
Rebecca Di Filippo	151	38.9%
Sunny Yao	68	17.5%
Matthew Cheung	66	17.0%

The difference in commits isn't indicative of productivity or contribution. Mostly just do to commit styles, where some people choose to commit more often than others.

7 Issue Tracker

Student	Authored (O+C)	Assigned (C only)
Jake Read	9	10
Rebecca Di Filippo	5	3
Sunny Yao	6	2
Matthew Cheung	0	1

Some issues assigned were a lot more complex than others, which can explain the difference in numbers.

8 CICD

We currently have CICD set up to run tests and linting on every push to the main branch. We also have it set up to notify us in our team chat when builds run to be able to keep everyone informed of the current state of the main branch (passing or failing).

9 Team Charter Trigger Items

Trigger Summary: Based on our team charter, the primary triggers for intervention include:

- Missing a scheduled meeting without at least 12 hours notice
- Repeated missed deadlines with little or no advance communication (more than 1–2 times)

- Consistently arriving late without notice
- Not contributing adequately or submitting low-quality work
- Disruptive behavior or conflict without an attempt to resolve collaboratively

Observed Trigger Events: No formal trigger violations occurred during this period. A few scheduling conflicts were communicated ahead of time and aligned with acceptable reasons outlined in the charter. These included:

- A member needing to leave a meeting early due to a prior commitment

All instances were communicated prior to the meeting or work session and did not impact project progress.

Plan and Reflection: No corrective action was necessary, as all situations fell under acceptable charter guidelines and were handled responsibly. The team will continue to:

- Communicate scheduling conflicts in advance
- Support academic and personal commitments when reasonable
- Maintain fairness, accountability, and consistent participation

Our current triggers appear appropriate and do not require revision at this time.

10 Additional Productivity Metrics

No additional metrics were tracked during this period.