**Personal Report, Sam Morrison**

Each member of this group project participated with 100% effort. Although the end product of the game wasn’t as we had expected, nobody could fault the effort that was put in by each member.

Chris led the team with great example – positivity, commitment and desire on achieving a good mark for the project. During the beginning of the project, we planned meetings which had no outstanding absentees. Chris made sure the group knew exactly what was required from them and that each member understood the tasks given which was a key aspect to how he ran this group. During coding week, Chris had been suffering from an illness and required to take the day off; which Ed stepped in as deputy project leader and ran the team with similar standards.

The coders (Rich, Jacob and Ivan) played a huge part of this project, mainly focusing on what they felt comfortable with respectively, but also carrying out additional research to ensure their work was substantial. They decided among themselves that Rich would deal with HTML, CSS and JavaScript with Jacob working on the backend of the program leaving Ivan solely working on the servlets. We realised, in hindsight, that Ivan’s task was a huge task for one person to accomplish on their own.

Kit was the main tester and supported the coders when she felt she could offer assistance. She also worked on sequence diagrams as well as the testing table with help from Ollie.

Being a Business and IT student, my role mainly consisted of documentation and making sure the final delivery of the project was kept to the QA standards, with help from Ollie, Ed, Kit and Chris. Ed and I designed the User Interfaces (with annotations) of how the game would look, which Rich was able to follow. Ollie helped with making sure each member’s work was of high standard and amending when needed.

This project was a successful experience, regardless of the outcome as the philosophy from each member was strong – nobody had any problems with each other, commitments was respected, and the team worked as a unit rather than as individuals.