

Report for Week #2

Group: 15

Date: February 2, 2025

Location: Flagstaff, AZ

Present participants: Tyler Sturm, Brodrick Martinez, Daniel Arden

Missing participants: N/A

1. Activity Summary

Describe what each individual has contributed to the project in the last week. Provide some supporting documentation (e.g., an issue number, commit id, corresponding meeting date, etc.). If someone didn't do anything, please be honest and explain why. **Activity that advances your project toward completion is expected every week and should be reflected in your Git repository!**

We finalized our project Idea this week and we plan to start working on it next week. We are going to be taking the idea of FPS chess and putting a casino spin on it. There will be card games such as blackjack and poker in which your hand will determine your strength in a combat game mode.

2. Retrospective

In your weekly meeting, you should spend a few minutes discussing how the group is functioning. What aspects of the group dynamics contribute to the success of the project? In addition, raise any issues—best done directly but with humor and kindness—that you believe are interfering with the effectiveness of the group and your ability to complete the project on time.

The project retrospective is an opportunity for the group and each individual to reflect on their experience with the project and improve the way the group works together. Make five lists:

1. **Appreciations: highlights of contributions from team member**

Tyler and Daniel finalized the idea for the project

2. Successes: what went well

We have a working plan with a rough time frame

3. Failures: what did not go well

We did not have time to start this week

4. Barriers: things that are blocking the maximum performance of the team

We have all been busy with other classes

5. What we should try next time.

Getting work done ahead of time in order to make sure we can work on our project

3. Next steps

Think about what needs to be done and assign tasks. Update your activity management system with new tasks, actual hours spent in the activities, and corresponding GitHub issues. Summarize these tasks here.

Our next steps are to get into the development of the game. We will assign tasks before/after class, and at the next meeting to make sure everyone knows what to do. No GitHub issues yet since the code is just getting started now.