

Report for Week #4

Group: 15

Date: February 16, 2025

Location: Flagstaff, AZ

Present participants: Tyler Sturm, Brodrick Martinez, Daniel Arden

Missing participants: N/A

1. Activity Summary

- We all started to get our sections into code or write out how to do it.
- We are still getting into the coding and a little slow on getting into a flow.

Daniel:

- Added issues to GitHub for parts of the game, which can be used as a checklist for now.

Tyler

- Worked on deliverable and ideas for project. Was extremely busy with other homework this week so was not able to work as much on the project.

Brodrick

- Began working on coding the logic of the card game blackjack. Haven't finished but made a good start.

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 members
2. Successes: what went well
3. Failures: what did not go well
4. Barriers: things that are blocking the maximum performance of the team
5. What we should try next time.

The retrospective should be an open and safe space for the team to reflect on and discuss what works well (and what doesn't!) so you can improve. Don't make it personal, and don't take it personally. Be open to criticism and offer constructive and polite critiques. Focus on how to improve the quality of your team and the product you are developing.

1. Appreciations:
2. Successes: We are all working well together, and communicating when needed.
3. Failures: We are very slow right now at getting work done
4. Barriers: Trying to get our ideas into code, and also hashing out our ideas.
5. What we should try next time: Set some more defined goals to work on instead of somewhat broad ones.

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.

Brodrick:

- Continue Work on Card Games
- Continue to work on game ideas

Tyler:

- Continue Work on Card Games
- Work on ideas for a currency system in-game

Daniel:

- Continue Work on Side MiniGames
- Work on Card Games