Team Report

TEAM RETROSPECTIVE

The team handled communication very well and all members were present and available for the meeting. All members of the team were very receptive to suggestions and ideas for the game and this was reflected in the initial design. The team stayed focussed and completed all necessary components of the phase. The team did not do a great job of equally splitting the workload amongst the members. For the following phases of the project, the team will split tasks such that each member contributes an equal amount to the workload.

TEAM MEMBER CONTRIBUTIONS

<Jackson Druhan – Phase Lead>

As the design phase lead, I led the discussion for what should be included in the project I ensured that the project we were creating matched the design requirements. I also created the dia file that laid out the layout of the program. The actual design itself is a product of all members especially me and James Smith. Lastly, I made some changes to the wording of the team report that was created by Muhammad Saleh to improve clarity and elaborate on some areas. I would like to commend the team for staying together to ensure the design was fully elaborated throughout a very long and drawn out meeting.

<Jacob Lachowski – Assurance Manager>

As the assurance manager, I assured that everyone in the group is doing their fair share within the group as well, as made sure that the design, report and diagrams and well thought out. Made sure that our groups work was at the high standard possible. I contributed to every part of the design phase from each diagram to the reports, especially the sequence diagrams and the design write up. I looked over all the parts of the phase project and gave my advice teammates when need when creating the project. Offered ideas, suggestion and opinion when creating the game. Overall, the team is working well together in getting things done and helping each other out when needed.

<Muhammad Saleh - Librarian>

I contributed to the main design of the game and offered ideas and suggestions for the aspects of the game and gameplay. As the librarian, I took the basic design the team came up with and outlined the management and development strategies in the project proposal. Using the proposed layout of the game, I made a cleaner version that communicates the environments and spaces, and their pathways to and from one another. I also designed the team logo.

<James Smith – QA Lead>

My contributions to this phase were careful considerations to what was to be added to the project as well as looking over the dia file and advising corrections to Jackson as needed. I also checked to make sure any files that were pushed up to the repository went through successfully. In terms of the actual project design, I contributed various topics such as one of the game overs as well as how the actual layout of the map would be. After the dia file was completed, I assisted in looking over the Design Write-up with the other members.