

Final Implementation Team Report

TEAM RETROSPECTIVE

For the implementation phase of the project, the team worked well with making and achieving goals and working towards certain objectives that were set up earlier on. Each team member had a responsibility and a set of tasks, and those tasks were completed on time and successfully.

TEAM MEMBER CONTRIBUTIONS

<Jackson Druhan - QA Lead >

As QA lead, I helped assign tasks to other group members and worked with all of them to ensure that their part of the project was progressing and matched the design even as the design was updated throughout the project life. I also worked on implementing the player class and the parse function although due to scale and difficulty writing these parts of the code Muhammad came in to assist and did a substantial part of each of these sections. I also participated with all members in testing to ensure that the project was satisfactory to all members in the team.

<Jacob Lachowski - Librarian >

As the librarian, my main contributions to the project were communicating with everyone in the group so that everyone in the project knows what needs to be done and what has been done. Also working towards the user manual and the final report. One of my responsibilities was to take care of everything to do with the flag, testing flag, main implementation, and header file for flag. I also contributed to the doxy file and made sure that all the comments in the header files that made sense. I always tried to communicate clearly what I have done and what I needed help with. I tried to add input where I could to conversations about the project and what I thought about how the project should be designed and build. Team worked extremely well in helping each other out when others struggled or did not understand something, no one was left in the dust.

<Muhammad Saleh - Phase Lead >

As phase lead of the implementation phase, I added the initial header, implementation, and test files for the rest of the team to work on. Once the project was segmented and distributed to the team members, I was responsible for the room class including implementation and testing, and later the hotel class. One of my responsibilities was to decide on output messages to the user for room descriptions, action messages, and dialogue. I also shared the work on the implementation of the parse function and some functions in the player class. In terms of communication and development as a team, I made sure that meeting times were agreed upon and confirmed with the other team members and worked to determine goals for current and subsequent meeting.

<James Smith - Assurance Manager>

For my part as Assurance Manager, I was constantly communicating with the other members of the group to make sure that everyone knew how we were handling different issues that arose while programming. This included bouncing ideas for what could be added or changed and ways that we could follow the SOLID/DRY principles as discussed in class. I also checked the documentation and coverage reports to see how we could improve the code we wrote. For the actual programming side, I was responsible for handling the Inventory and NPC classes as well as assisting Jacob with the Flag class.