

## Team Report

### TEAM RETROSPECTIVE

For the Testing & Maintenance phase team Altair worked really well together. We learned from our communication issues from our implementation phase and conquered this phase. Each member was designated a set task to complete for the success of this phase. We had Billy on testing, Aldrin on maintenance and Brian on both. This ensured that each section would be completed successfully and if any roadblocks occurred we could deal with the issue effectively and efficiently.

### TEAM MEMBERS

#### Billy Hughson

I was mainly tasked to complete the testing and documentation of this project. My contribution consisted of playing through Jabbah's game and filling out bug reports if bugs were found. Furthermore, i wrote part of team report and the Testing & maintenance documentation.

#### Aldrin Azucena

I was mainly tasked with fixing any bugs, improving code design and implementing features. My contributions consisted of fixing the bugs outlined, fixing functionality in Youth.txt and adding flashy new features.

#### Brian Cruz

I was mainly tasked with helping with testing and fixing any code alongside Aldrin. My contribution consisted of playing through Jabbah's game and finding bugs as well as fixing style errors and assisting aldrin with roadblocks associated with improving and adding of code.