

Team Report

TEAM RETROSPECTIVE

While completing the design milestone team, Altair has worked as a cohesive partnership. There have been good and bad qualities with the construction of the design document. Team Altair has been very successful with communication. We were able always to contact each other when needed. Furthermore, conversations between group members usually resolved the subject. Each member also works well alongside each other without any conflict. Unfortunately, there are always negative aspects of achieving objectives in a team atmosphere. For team Altair, we had problems with groupthink. We usually agree with the first idea proposed. Another problem team Altair faces is time management. We left the finalization of the document to the last day. Groupthink and poor time management leave negative connotations in team-oriented environments. Therefore, Team Altair will strive for creativity and proper time optimization. We will require multiple solutions to be brought up before making a decision. Moreover, we will set up sub deadlines for the completion of subcategories for the next milestone.

TEAM MEMBERS

Billy Hughson

I have contributed to multiple aspects of the design document. I completed the following sections, project management, team organization, Risk management, Development process, outline and the team retrospective paragraph. --10/17/2019

Aldrin Azucena

My contributions to the projects are based on majorly generating ideas for the project during our discussions/meetings, typing an introduction for the project, and listing the rules & guidelines of what it is expected in the project. I start a project with a good idea to create a game that is based on real life as a student in a text-based adventure as I thought it was a simple synopsis of the game. They (Billy & Brian) agreed to go for it. I worked with Brian who is the design lead creating a UML Diagram mostly trying to point out the good and the bad of the design in order to improve and simplify the diagram. --10/17/2019

Brian Cruz

I mostly worked on the uml class and sequence diagrams with some slight help with ideas and organization from Aldrin and Billy. I have listened to their input with some ideas of my own and trimmed down the ideas we had to as simple as possible at least for now. I more or less understood uml diagrams the most so I was best suited to the task. I also wrote down the design portion of the document since I was the one who created the diagrams and understood how it was going to work.--10/17/2019