

## Team Report

### TEAM RETROSPECTIVE

For the implementation phase team Altair struggled mostly with the building of our game. At first we had a rough time thinking about how to get the game started and put all classes from our class diagram together. We also had problems with lots of differing views on the game so communication ended up being misinterpreted or lost between each other. However in times of despair, the group had a strong quality of perseverance. We adapted to the situation in our own ways. We also voiced complaints and handled problems in a professional manner.

### TEAM MEMBERS

#### Billy Hughson

I lent support to the project and helped with commenting, implementation, and syntax/bug errors. I also wrote the tests for our game as well as the manual. I also worked on getting our gitlab project pipelines fixed.

#### Aldrin Azucena

My contributions to the project was mostly on working out the plot for the game. I also worked on the dialogue and printouts for the game to make sure they are aesthetically pleasing. I also added Items to the game and merged my other group members work when they were done.

#### Brian Cruz

I worked on the core part of the game such as Event, EventManager, GameStateManager, and FileManager and gave the game a running start. I also edited our uml diagrams to accommodate the changes from the design phase.