Over the past 6 weeks Group 2 learned a great deal working on this Space Game project. Each member of the team was tested and learned a great deal. Aside from the technical requirements of the project the team learned important lessons that will benefit them in the long run of working with technical teams. Some key take a ways;

* Understanding the requirements and the importance of delivering the requested product
* Communication is key!
* Ensure team members have predefined roles, the importance of understanding each members strengths and weaknesses

Andrew – Technical lead in writing the code. Extremely knowledgeable and assisted all members of the team in completing their portion of the work. He was essential in the overall success of the group’s project

Anthony – The co-writer in the group’s story line and design of the game. Outstanding performer, from start to finish with great initiative.

Ben – Responsible for majority of the story line and was the driving force behind this project. Dependable in area need in the scope of this project. Clear lead in this project and great knowledge all areas.

Charles – Performed as the project manager in staying on task and ensuring the final project met the requirements set forth. Added graphics and researched techniques that were complex.

Jackson- Showed the most growth and wiliness to learn and grow. Played a vital role in the framework of the code in the project. True team player and asset to the team.