My experience from our group work was a unique one. We were faced with some challenges some communication issues while dealing with the task at hand. Initially when we got together with our group we didn't really know what to do, then we started to communicate with each other and everyone got a better understanding of what we were doing. One of the group member's was nice enough to make a Google Docs where we could all share our ideas and come up with a template of some sort. While working with the group I noticed how some people were more comfortable talking while others weren't really that comfortable talking. Some more louder than others and you can tell they were taking lead. One thing I got from this group lab is that every group does need a leader because it helps to get the things done even in our group we had a few handful of people that were the most active and instructing what we need to do and coming up with ideas. One of our biggest challenges was the time crunch we didn't have that much time to really discuss everything we wanted but for this we had a solution where we could just chat in our group on discord and whoever had anything else more to add could edit into the Google Docs that we were using.

Once we understood the task at hand we started coming up with ideas and discussing what app we wanted to build. Some of the types of apps we decided on were something to do in web development games or some sort of app games. After, we were deciding on what kind of game it should be like what style. Should it be a first person shooter game or an adventure game. We decided on a flash game that would be a shooting game and adventure game. We decided discussing what the skills were necessary for developing this game app. We did a tally chart of programming languages to see which group member is experienced in what language. As expected majority of the group members were proficient in Java compared to JavaScript and C++. We started focusing on the components of the game. Like what we needed such as characters, a storyline, how the gameplay would be, what the user interface and experience would be like. and game transactions so a player can purchase items. We were debating on if the game should have a multiplayer feature which would be connected to online allowing many players to play together. We were also discussing how we would budget this project in terms of what we would spend more money on visuals or more on advertisement. We were talking about how app games are usually advertised through YouTube ads so we were thinking about doing the same for advertisement for our game app. We were using a former online game as a model for our game app in terms of how the world within the game would be but with our own twist on it. We came up with some game modes our game would have since it would be a shooting game, we decided to include a capture of the flag game mode and a death match game mode. We begin to discuss how these game modes would work and what they would contain of. For the death match game mode it would have multiple players, consisting of two teams in which each team has an imposter that is working for the other team. Goal for the two teams would be to get the most amount of eliminations and if you eliminate the impostors you get more points. The capture the flag mode will consist of maps that have bridges with the two teams spawning at the opposite ends of the bridge and have to go retrieve a flag which is at the top of the bridge. Our twist is that the bridge will have traps of its own and there will also be an imposter on each team just like the death match mode. This is as far as we got within the time we had, our final product we decided on is an shooting and adventure gaming app. Working collaboratively definitely felt more easier because we had many more inputs then working individually, it just made it feel more simpler.