Team Report

# Team Retrospective

We were great at coming up with ideas and brainstorming what our expectations were for the game. We shared ideas and gave good feedback on good and bad ideas. When we didn’t understand what was required of us, we were good at communicating and working out together what was expected. However, it was difficult for us to get together early on in the process, and that caused unnecessary stress; a large portion of our work was done the weekend that it was due. We also are becoming fast friends beyond the scope of the project, and that is causing us to get distracted very easily from the project. In order to improve, we have set times aside weekly to work in small bursts instead of spending large amounts of time in one go. Hopefully in doing this, we will be better focused and become more efficient in our time usage.

# Team Member Contributions

## <Troy>

Through the design phase of the Psylum project I played a large role and contributed in some way to every part of the project. I was a part of all team discussions regarding the game setting and storyline. I was a major contributor to discussions about code implementation and design. My major contribution during this phase was UML class diagrams and helping to structure the sequence diagrams. I also did my best to contribute in my role as team lead by trying to lead discussions, ask questions, and keep the team focused. Another part of this role was organizing a Trello board for our project tasks and starting a Gantt chart for us to track deadlines and estimate completion timelines.

## <Lambee>

During this phase, I helped my team create majority of the storyline and complete the project report. Although all team members contributed to the final report, my contribution included the writing and completion of the introduction, risk management and change management sections of the report, as well as the final formatting modifications. I created the game logo for my team and contributed ideas for the UML diagram design. Although I was forced to miss an entire week of school and our meeting on Tuesday due to being sick, I was able to pull through, even if a little slow, and attend both Friday and Sunday meetings for the completion of this phase.

## <Austen>

We all helped decide the storyline and ideas and puzzles that we would try and work into the game. I created the company logo. I did a lot of the typing for the project report and typed out the retrospective for the team report, though we were all contributing to the content. We all contributed parts for the UML diagrams and the sequence diagrams as well. I unfortunately don’t feel like I contributed as much as the others did because previous commitments interfered with some of our meeting times, but those commitments have been completed and I should be able to be more involved.

## <Sarah>

Worked alongside other teammates to figure out the storyline and setting from beginning to finish. Came up with some of the puzzles we might use in the game and discussed with others the feasibility of using and integrating the puzzles. Worked with all other teammates to come up with an UML diagram for the game. Discussed with others the functionality of the game mechanics such as save/load a game, character movement, item inventory.