Team Report

# Team Retrospective

We really struggle d to perform for this section. I don’t think we realized the game was going to be as complicated as it was, and we unfortunately didn’t get together to hash out the actual implimentation of our ideas until it was too late. We struggled right after we submitted the design stage of the assignment, and majorly overhauled the UML diagram. We probably spent too long arguing things that were different but equivalent. We did all try hard, and over the last two days of the due date, but in a minimum of 12 hours a day of work each, and if we had another week, we could probably get everything working exactly properly. Once we got past our design issues, we were very good at resolving conflicts and were very open to dumbing down the game to get it functioning, unfortunately, once we had agreed to make it simpler, we already didn’t have enough time. We are excited to finish the game regardless of the due date.

# Team Member Contributions

## <Troy>

Through the implementation phase I worked with the team to rework our design and translate this into an implementation. We were constantly making changes as we did this translation and I tried my best to manage these changes within the team. One thing I didn't do well was managing disagreements within the team. I feel like I should have started with trying to understand the reason for the disagreements, rather than simply trying to resolve them with what I thought was best. Other than that I felt that I did quite well in my role as team lead and in working on the code I was responsible for. Despite not finishing the game, I am super proud of my team and everyone's contributions and work ethic.

## <Lambee>

During the implementation phase, I created the maps for rooms, items, keyItems, and events, as well as creating the game dialogues and puzzles. In addition, I was able to help create the Makefile and contributed to the redesign of our UML diagrams. I feel I was able to contribute quite a large chunk this phase. For next phase I’m hoping to do more programming.

## <Austen>

I put in a ton of time over reading week, over 50 hours and did about 50% of the coding. We just had too complicated of a game to get it all worked out in time for the deadline. We had great ideas, made lots of compromises, but unfortunately, by the time we were all able to get together to make sure it all worked together, it was too late to piece everything together. I gave 120% effort during this section. I know what was going on with all the code, most of the story line, and took over the team Lead role a bit when troy was ill and coordinated everyone’s work.

## <Sarah>

Most of the work done are coding. Worked on part of the coding for the Character, Player, Inventory, and Game class with the help of other teammates. Come up with the idea of how to process player commands in order to do different actions and wrote the corresponding implementation code. Wrote the event class and used Lambee’s dialogue text to do the Dialogue class. Participated in the conversation on idea conflicts, find out how and where we can find our middle ground.