

Team Report

TEAM RETROSPECTIVE

What did the team do well during the phase?

We were able to implement some features to each of our games. We were also able to do some refactoring in areas that the team deemed necessary.

What did the team not do well in the phase?

We were not time efficient at times. We redesigned the program to be efficient and this caused us to be a week behind, therefore we had to extend meeting times to be able to catch up.

What will the team do in the next phase to fix/avoid these problems?

The team was able to fix all the issues it ran into by putting in extra time to make sure that the project was up to speed.

TEAM MEMBER CONTRIBUTIONS

Team Member	Contribution
David	25%
Ugonna	25%
Cadence	25%
Noel	25%

Details

David

- Updated UML diagrams to match with the new project design
- Implemented various functions and features for different classes.
- Brainstormed and came up with Ideas for the project

Ugonna

- Updated team report
- Implemented various functions and features for different classes
- Brainstormed and came up with ideas for the project

Cadence

- Updated the design document to match the current design of the project
- Implemented various functions and features for different classes.
- Brainstormed and came up with ideas for the project.

Noel

- Updated doxy files
- Made test cases for classes
- Brainstormed and came up with tests cases for the project.