

Team Report

TEAM RETROSPECTIVE

What did the team do well during the phase?

We meet everyday to work on the project to try and get it done well before the deadline. We tried to be as efficient as possible in that we tried different coding strategies during our meetings. The first strategy we tried was everyone taking a different part of the code and then either testing it or making it. The strategy we ended with was one person tests stuff, one person writes code and the other two people come up with ideas and comment on the code.

What problems did the team have during the phase?

One problem was inefficiency during our meetings. We all were trying to push to the master branch to solve problems and create code at the same time. Another issue was that we all weren't communicating enough to convey an understanding of each other's code so that errors could be solved.

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

We solved the first and second problem by changing our first strategy which was where everyone takes a different part of the code and then either tests it or makes it to our second strategy which was where one person tests stuff, one person writes code and the other two people come up with ideas and comment on the code. We also solved this error by creating a branch for the tester so that they can push along with the writer.

TEAM MEMBER CONTRIBUTIONS

<i>Team Member</i>	<i>Contribution</i>
<i>David</i>	25%
<i>Ugonna</i>	25%
<i>Cadence</i>	25%
<i>Noel</i>	25%

Details

David:

- Updated UML diagram
- Coded various classes
- Came up with the idea for the GameActions class.

-Coded GameActions

Cadence:

- Coded various classes
- Updated the design document.
- Coded UI.
- Handled the display functions.
- Tested Hand.
- Made an assortment of tests.

Ugonna:

- Coded CardSet.
- Coded various classes
- Tested Deck.
- Helped test U.I

Noel:

- Made tests for Card, StandardCard, and JungleSpeedCard.
- Made tests for CardSet, Deck, Discard, and Hand.
- Made tests for AI.
- Made tests for Game and GoFish.
- Fixed bugs in code found during testing