

Team Report

TEAM RETROSPECTIVE

What did the team do well during the phase?

We were very organized in that everyone knew where everything was in the design report as well as everyone had a good idea of what jobs they had to do. We were great with brainstorming in that everyone always spoke up and offered good ideas to the software design. We were also great at brainstorming in that everyone always had a great understanding of the problem and what they needed to do. We were very efficient in our use of time in that we always had a scheduled time that we all got together to work on the software design.

What problems did the team have during the phase?

One problem that we encountered during our regular meetings was that sometimes people would talk over each other and then people could not understand what was being said. Another problem that we encountered was that we were not always on the same page when it came to how we envisioned our project and how it worked. This led to people not understanding some software suggestions that had been made due to not having considered them before.

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

We will all turn on our cameras to make sure that people aren't talked over and guarantee that other people know that someone else has something to say. Everyone will make sure that when they are explaining a software suggestion to explain it to the greatest clarity they can so that everyone understands what they are suggesting. We will also make sure that everyone feels comfortable asking questions which will help make sure that everyone understands everything that we're doing.

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:

- Suggested that the third game should be Jungle Speed
- Was a leader during group discussions
- Helped brainstorm for the design phase document
- Helped brainstorm for the software design

Cadence:

- Wrote the design phase document
- Submitted all the required documents
- Helped brainstorm for the design phase document
- Helped brainstorm for the software design

Ugonna:

- Made the class diagrams and sequence diagrams based on software design brainstorm
- Helped brainstorm for the design phase document
- Helped brainstorm for the software design

Noel:

- Suggested that the third game should be Skull
- Suggested that the third game should be Skylander's Skystones
- Kept track of everyone's contributions
- Helped brainstorm for the design phase document
- Helped brainstorm for the software design