**Report 2 – Team Member's Report**

Davanjit Sandhu

Our group name was Boomnack, and the name of the video game we developed was called 'The Summit of Kings' which outlines the name of the main event of the game. This project will be submitted on June 27, 2016 as a final summative evaluation for the Computer Science course to our client Mr. Sarros.

Hello, my name is Davanjit Sandhu and I was in charge of creating the outline and program for the events and entities you see throughout the game. This task originally involved around 300-400 lines of code and multiple word documents of planning and information used in the game. I am most proud of being able to create a output for the player to immerse themselves into the product, because the most key feature of any product is how it is presented to the audience. The biggest difficulty was the time constraints our group faced due to other projects and exams we had to study for which we had to cut out many of the events and entities I originally created because Adam did not have enough time left to do so. Overall the team worked very fine together as they were all able to do their jobs, but the team did have difficulties meeting our personal deadlines. My recommendation for improvement would be to next time create a schedule for work output that is more to the balance of what the individuals can accomplish.