Discussion Leader

As we only had three people participating in our team we all took roles in keeping each other on track and we made sure that we all had a full participation from our team members to stay on track and get our game completed. We had no issues with anyone trying to dominate the group and we all made sure our voices were heard and we all understood each other and took ourselves as equals to keep our group from becoming one sided.

-Dylan

Record Keeper and Scribe

At the beginning of the project, a Dropbox folder was established and all group members were invited to share it, a Facebook group message was also started and again, all members were invited to join it, this was also where all meetings that took place outside of class were organised. Participating team members convened at all meetings every week inside and outside of class. In week one; two meetings were held, in week two; three meetings were held and in week three; four meetings were held.

All files that we were working on were continuously updated and made available in the Dropbox folder for all other group members to see. . A “record of implementations” word document kept track of all code we added to the project over the time period allotted. No unresolved issues arose between participating team members.

-Denise

Reporter

Since the beginning of the project, there was a copy of the project in the Dropbox for each member to add their work to. All additions were thoroughly checked to ensure the code all worked together as it was intended to.

Any changes made during meetings were agreed by all members, and incorporated into the main Dropbox draft file, and checked to ensure the changes did not fault the compilation and performance of the code. Any feedback from members was taken into consideration during meetings, and used to improve and change the main draft of the project.

The final draft of the project was tested extensively by all team members, and was then checked for layout issues and comments before it was submitted.

-Ciara

Summariser and Timekeeper

After the first week of discussion we had our roles all sorted even out between us and we started researching all the rules of the game. After we were familiar with the rules of the game we started by making a player class. After the second week we had a lot of the project completed and we were hitting the hard parts of the code. Near the end of week three we had the code almost completed and the game was running. On the Friday we finished the game and all of the group meetings were attended by Ciara, Denise and Myself. This allowed us to stay on schedule for the project as a whole.

-Dylan