

ECSE 4750 Fall 2015 Term Project evaluation form

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Please fill out the following evaluation form, the goal is to rate yourself and your teammates based on what you believe their effort was during the project.

Please rate your self-first and each of your team members. Ratings go from 1-10, 1 being this person did very little and 10 being they participated fully. Fill in and please email back to me. Remember to rate yourself first and all the other team members.

Name	Rating	Comments
Mark Blanco	9	I worked on the color filters, as well as helping with some CSS styling and getting the server side Python script to communicate with the client side JavaScript. I also routinely contributed ideas that went into the final user interface and list of features, including the idea of masking certain parts of the image (I may not have been the only one to talk about it, but to my memory I was one of the first in our group to bring it up), and adding user customizable color filters with a color slider. When we unexpectedly needed to start hosting the application on a web server, I immediately volunteered and configured my domain to act as the host.
Steven Fiacco	9	Early on Steven added the buttons for selecting a different puzzle image, although lance later replaced this part of the UI with a drop down menu when we moved to hosting the application on a remote server. Steven spent the majority of his time programming the python portion of the project, which allowed us to solve Waldo puzzles in addition to offering the user tools to more easily solve them. While this became a core part of out application, it added an unexpected last-minute layer of complexity in that we needed to host the application on

		a server and learn to use AJAX queries between the client and host. Overall, Steven contributed greatly to helping the team plan steps for building certain features. Apart from being several hours late to one or two meetings, Steven was one of the most participant members.
Samantha Lee	10	Samantha was one of the most motivated members of our team; early on she took charge to keep meeting minutes and plan future meetings ahead of time so that we could all meet and work together. She gave Alex specific tasks to complete, including the masking functions that are in the final version of the project now. Sam herself also contributed to these features and did a lot of work on the CSS styling for the user interface.
Alex Garcia	8	Alex primarily worked on the masking functions included in the final application under Samantha's direction. When not being given tasks to complete, however, he was not as motivated or productive; this was evinced by the fact that he did not go to the last two meetings that we had when Sam, Steven, and myself were rushing to integrate the Python and JavaScript code together. Nonetheless, he was a helpful and competent member of the team overall.
Lance Gerday	6	Lance was unfortunately the least engaged member of the team. By his own admission, he is more used to working on projects on his own, which would seem to be why he would follow his own ideas for features without consulting or listening to other team members' input. At the start of the project, Lance planned to contribute code that would detect the color changes from white to red and back on the stripes in Waldo's shirt, but took a very long time to implement the pseudocode, which he then had a very hard time "getting to integrate" with the rest of the project. While he was working on this feature, Lance did not show up to at least one nearly all-day group

		<p>meeting, making it impossible for the rest of the team to help him integrate his code with the rest of what everyone had written. Towards the end of the project, Lance did become more receptive to outside input and suggestions, but at that point his contributions to the functionality of the application were very limited.</p>
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