

Team Questionnaire – Coursework 2

Note: The team is expected to fill in this questionnaire **together**. It is intended to convey the team view and all members of the team must sign it. It should be submitted via the assigned coursework hand-in box on Level 2.

1. Team Members:

Udit Bhatia

Pang Hoi (Eddie) Chan

Marat Danyarov

Siqi (Claire) He

Alec Mason



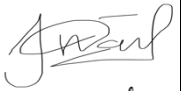

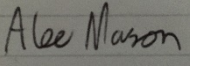

Daniel-Favour Oshidero

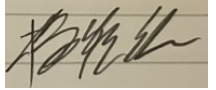
Yan Chun (Ivan) Yeung

2. Dividing the work among team members:

Please fill in the following table indicating how much effort each team member put into the project. The individual team members must sign their entry to record agreement with it. If there are disagreements, please note these too.

Note that “effort” here applies to the project as a whole; it is easy to view and to claim that coding effort is the only aspect that counts, whereas the code is a consequence of the (software engineering) process as far as this unit is concerned and that what is being assessed is not the code but the documentation of the process. Please remember this when attributing effort in the table below.

| Team member | % of total effort | Explanation | Signature |
|------------------------|-------------------|--|---|
| Udit Bhatia | 14 | Programmed shop & level selection; assisted with process documentation |  |
| Pang Hoi (Eddie) Chan | 14 | Programmed link to real life; assisted with process and product documentation |  |
| Marat Danyarov | 14 | Created game assets and config files; assisted with process and product documentation |  |
| Siqi (Claire) He | 14 | Took overall responsibility for process document, assisted with product documentation and the final integration of both |  |
| Alec Mason | 14 | Programmed saving data; took overall responsibility for maintenance guide |  |
| Daniel-Favour Oshidero | 14 | Lead programmer; assisted with process documentation; took overall responsibility for installation guide and user manual |  |

| | | | |
|--------------------------|----|--|---|
| Yan Chun (Ivan) Yeung | 14 | Programmed settings screen and game stats screen; assisted with process documentation |  |
|--------------------------|----|--|---|

Please note that someone may have legitimate reasons for being unable to have contributed their full share (e.g. illness), so please give reasons. Please state clearly if the team cannot agree the % of total effort put in by each team member.

Any individual student who has had problems within the team and does not agree with the rest of the team's view of their contribution should come and discuss the problem with the unit lecturer *before* the individual submission deadline.

3. Was the work split evenly between the members of the team?

Yes, we communicated about our workload and schedule to make sure the work was divided evenly and according to each team member's strengths.

4. How good was your overall planning of the project?

Overall, we successfully planned the stages of game development and were able to deliver a product which lived up to our initial pitch. However, we were less successful in planning the documentation process, and had to crunch in order to complete it.

5. How many team meetings did you have?

21

6. What was the approximate amount of time spent in total over these meetings?

20 hours

7. In retrospect, were your timescales too optimistic or too pessimistic?

We leaned more to the "too optimistic" side of things.

8. Any other comments?

No