



In order to keep on time finishing the teaks, we manage to separate job to reduce dependencies, so that one person can take full time working on it, not affect by other process. If some task was necessarily has relation to others, then helping each other.

For the two-part we were unable to finish in time, one reason is that the task topic is a broad concept, and some sub-task is harder than we thought. The second reason is game piece interaction and MVC depended on each other, they have less security and adaptability, with one process blocking, another one will be blocked too. Also, we did less communication causing lots of misunderstanding. We learn to do more communication and try to learn others' ideas and their coding style.