

# **Team Report**

## **Team: Electra**

Dustin Ward

Jared Sisco

Neville Leung

## **Team Retrospective**

The team worked well coordinating how the systems worked. There were barely any compilation conflicts, and most ideas that the team came up with were implemented. The team was a little slow to start on the project, and we lost communication from one team member. So we worked as a group of two for the entirety of the implementation.

## **Team Member Contributions**

### **Dustin Ward**

Worked on the majority of testing and implementation. Mainly the base systems like items, inventories, and NPC's. Lots of testing and documenting as well. Lead development on the actual game story/plot

### **Jared Sisco**

The majority of my work was creating the game controller, input and related systems. I was responsible for the higher level implementations of the game. Lots of collaboration on the new designs.

### **Neville Leung**