

Team Report

Team: Electra

Dustin Ward

Jared Sisco

Team Retrospective

Now that we know about our missing member, the team did a much better job distributing the workload. We cut back on some of our initial expectations and ideas to make the project more manageable. We weren't very pressured to finish this leg of the project. We could have maybe started work on maintenance a little earlier, but we wanted to take a break after the amount of work we did in the implementation phase.

Team Member Contributions

Dustin Ward

I spent most of this phase creating tests for our code and fixing memory/style/static errors. There were lots of unresolved design conflicts that needed re-implementation. I also play tested the other team's game to find any bugs

Jared Sisco :

Finished all intended implementations regarding game completion, playability. Patched all known bugs / memory leaks, extended code where necessary.