Dandy Pham

CSCI 413

Dr Cherry

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**Report**

**What you and your team learned from this entire experience?**

I learn about new GML language and the software it make to create game more easily. I might do more in GM software in the future to prepare for the real world.

**How do you feel this will help you out in the industry?**

It helps me a lot about how the software can connect with the internet and how team work properly. It show me a lot of technique that you have to do in a team.

**What was the hardest and what was the easiest part of making version 2.0**

The hardest part in version 2.0 is to connect and disconnect so save the replay file on the server. The easiest part might be the login.

**What encryption algorithms did you use?**

TwoFish

**Did you have weekly meetings? If so, on what days?**

Yes we weekly meeting basically on Thursday or when members in our team out of work.