**Dani**

Oscar: I think Oscar is doing a good job with the robo arms and he's figuring out the animation. So he's doing good.

Jose: His wall textures are really good and he does everything he's asked to do.

Abel: He's doing okay, he's trying his best and he’s doing some productive things for the team.

Joseph: He's doing great making the game look better with nice game objects and effects, and he's fixing bugs so he's a great asset.

Kasun: He's doing a great job building the levels.

Ernie: He's very productive implementing many functionalists that the game needs, and he's always on top of his tasks.

Tariq: MVP of the team, organizes the project and integrates everybody's work, and implements sound. The Project is moving forward good pace thanks to him.

**Tariq**

Oscar: His main task is quite a complicated task, dealing with the robot arm animations. I am impressed with how he has tackled this task, and I hope he keeps it up.

Jose: The wall textures he made help create a scarier atmosphere for the game, which is what we desire. His work on the food objects during the development of the 2nd level were also of great help.

Kasun: The task of building the stages is not an easy one, but I was in awe of the corridor he created. His work almost made me feel like I was watching a scary movie. Great work.

Abel: The button and door animations were done well. He did a good job on having the door open when the button was pressed.

Ernie: His work on the terminals was very well done. He had to deal with interactions between the UI and the terminal which could be quite difficult. Ernie was able to handle it with ease.

Dani: He had to work on the UI itself, which was quite hard to code. I am grateful for his hard work and consider him a very strong teammate in this project.

Joseph: I liked the scary objects that he brought to the game. I was more impressed with the special effects that he created. Keep it up.

**Kasun**

Lawal, Abel - very enthusiastic team member/ complete his work on time

Ledezma Ernie – Hard worker & always do better than he was asked to do

Lugo, Oscar – really good at what he does & encourage team members

Odicho, Dani – As a product owner he has good vision what he want to achieve/ Always get the job done before time

Pech, Jose – very supportive to all team members & help whenever we need

Peña, Joseph – Bringing cool/fresh ideas to the project /always do extra work

Rafiq, Tariq – Doing a great job at managing the team/ approachable understandable manager

Overall the team I got to work on a great team & It’s fun to work with them. I’m glad that I could be part of such team. Looking forward to finish this project successfully as we go alone.

**Oscar**

Kasun Hettiarchchi- Kasun is a very good worker and team player. He has finished his tasks with time to spare.

Abel Lawal- Abel is loud at times and keeps a light mood but, he is a good worker, who pulls through when we need him to.

Ernie Ledezma- Ernie has been a good teamate, completed his tasks, and tried to help out others on thier tasks when time allowed.

Jose Pech- Worked on the modeling of the rooms and he completed his tasks on time, good teamate.

Joseph Peña- Joseph was very well versed in unity and object modeling, he was a powerful resource.

Dani Odicho- Took care of the Ui which was a very challenging task, and he too has helped others with problems.

Tariq Rafiq- Tariq is a person with amazing work ethic, he was always eager to work, this person is our scrum master and i would say this keeps our group on point and on time.

**Abel**

Tariq – The scrum master who has organized the tasks that need to get done each sprint. Great worker and has helped me finish tasks that I have had difficulties with. Very vocal but always gets the job done.

Dani - A product owner has great vision for the overall project. A very hard worker who has produces good quality code by constantly reviewing and improving his work.

Kasun – Kasun is very quiet but a great worker. He seems to work almost autonomously, like he will show up to each meeting with very, very great work. But he is not always the most vocal at meetings. But he goes above and beyond every task that is assigned to him.

Joseph – A very unconventional worker, he hardly ever seems serious but is a great problem solver. He gets work done; he has picked up unity very quickly and solved the biggest problem with the collision detection of the arms

Ernie – As co product owner Ernie also shares a vision of the finished product, he and Dani have directed the game and really come up with the story line. The work he has done on the terminal has been great and helped the game become more intuitive.

Jose aka “Pech” – He has done great work on the textures of the maps, this is quite a difficult task and it has been his sole responsibility. I really like the work that he has done and I feel that it contributes to the overall feeling of the game.

Oscar – He has done great work on a very tricky issue. We were having a lot of issues importing things from blender and he got the arms working.

Overall I really like the whole dynamic of the team.

**Jose**

Kasun- Hard worker always completes his tasks on time, and tries to help team members when they need the help

Abel – Always completes his tasks on time and helps team members when they need help.

Ernie- Hard worker and product owner, always completes his tasks and tries to help team members when they need the help.

Oscar- Hard worker and always finishes his tasks when they are due. Also he helps team members when they need the help.

Joseph – Hard worker and always completes his work on time and tries to go beyond what he has to do by adding

Dani- Product owner and hard worker. Always completes his tasks and tries to help anyone who is having trouble in the team.

Tariq – Great scrum master, always keeps us in track of our tasks and when we have problems he always helps to resolve the problem quickly.

**Joseph**

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|  |  | Comments |
| Hettiarachchi | Kasun | Finishes work on time and is usually there during the lab to discuss problems or concerns with the project |
| Lawal | Abel | Available to discuss concerns. Finishes work on time. |
| Ledezma | Ernie | One of our beloved product owners. Diligent, good with the code. Finishes work on time. |
| Lugo | Oscar | Our animation master so far. Finishes work on time. |
| Odicho | Dani | One of our beloved product owner. Finishes work on time, gives direction to our game |
| Pech | Jose | Helped shape the look and feel of the game |
| Peña | Joseph | Helped with the implementation of the theme. Small code maintenance(sometimes broke the game) |
| Rafiq | Tariq | Gave direction to the game and rallies team members. Our beloved SCRUM master |