Team Report from Team Filthy Casual

# Team Retrospective

*The team will write a single paragraph describing how well the team worked together to accomplish this phase by answering the following questions:*

* + *What did the team do well during this phase?*
  + *What did the team not do well in the phase?*
  + *What will the team change to improve their performance in the next phase?*

# Team Member Contributions

*Each team member will write a single paragraph outlining their contributions to this phase of the project.*

* *A missing paragraph will indicate that the team member did not participate in this phase, and their grade will be adjusted appropriately.*
* *If a team member participated substantially less than others in the phase, explain why, and how this situation will be addressed in the next phase (e.g. the team decided that the member’s skills will be better used in a future phase and they will be doing the bulk of their work in that phase).*

## <Michael Wynnychuk>

*How did I contribute?*

I kept track of the deliverables for the project and made sure they were being met and not overlooked, implemented the game Crazy8’s. I put those deliverables on Trello for the team to ensure everybody knew what was left to do in the project. I developed the Player class and the part of the Deck class. Several revisions were done to the Deck class to accommodate to everybody’s game. I also did the team report typing and I started the game manual and provided a layout for everyone to mimic when it comes to explaining how to play their games.

*What did the team do well during this phase?*

The team did a great job getting the critical parts of the implementation phase such as implementing the generic game class and all the sub classes worked on rather quickly and without issues. Trello helped everyone stay on track as to what is finished, what needs testing, what is in progress, what has yet to be worked on, and helped to clarify what part of the project is someone responsible for, etc.

*What did the team not do well in the phase?*

It was a slow start to the project; I was hoping that Nov 4th would be the magical Friday when everyone would be ready to start implementing the project. However, since it is a crunch time for everybody when it comes to studying midterms, it’s understandable why the project wasn’t started early. Also, the team lead had to change because he was simply too busy to manage his own work and the oversee the management of the group. As soon as the new leader was appointed the team managed to get organized quickly and efficiently which caused an upward spike in overall group productivity.

*What will the team change to improve their performance in the next phase?*

If clear set dates can be established and approved by every group member I think that would allow everyone to arrange time in their own personal schedules to get everything accounted for and completed without the stress of tight deadlines.

## <Brad>

*What did I contribute?*

I took up a team lead position after the design phase, as the originally delegated leader was inexperience and lacked some organizational skills required to carry the team through the development phase. I was able to create a Trello board to track work on the project, and allowed the team to work in a more collaborative fashion. We held a few teleconference meetings during the development phase, and discussed design changes frequently. I booked face to face group work times as well.

*What did the team do well during this phase?*

The team came together when needed in order to get mission critical tasks completed. We adopted task management tools such has Trello to help track work that’s done, and work that needs to be done.

*What did the team not do well during this phase?*

Initial communication was a factor in a late start to the implementation phase. We were in a rushed state over the last week to get the implementation completed, and leadership needed to change hands in order to move the project forward.

*What will the team change to improve performance in the next phase?*

The team will continue to use tools we found useful for the implementation phase. We will need to be more strict in our timelines, and meet more often in order to move everything forward in a timely manner.

## <Brett>

*What did I contribute?*

In this phase of the project I worked on implementing the Card classes and testing these classes to ensure they were working with optimum efficiency. Through card I branched out to StandardCard and PhaseTenCard, which PhaseTenCard ended up being replaced by RockPaperScissorsCard. I had developed the Hand class that uses Cards would be used by Player, along with the unit tests that were made to ensure it was working. I had developed a few common methods in Menu that are used in the games, along with moving un-abstracted code from main into menu. I developed and finished both War and Rock Paper Scissors games along with their handlers that allow them to work. I had modified the PlayerFactory class to ensure that bots were able to be created. I made changes to the Game class to ensure that every game had an id. I also made constant changes to the AppConstants class that is used universally throughout the entire program. I made the Bot players for both War and Rock Paper Scissors, and wrote the manuals for both. Lastly I gave the main menu the ability to run out unit tests.

*What did the team do well during this phase?*

The team really came together on this phase during the last moments and worked very hand to plug away at completing this task.

*What did the team not do well during this phase?*

The team did a horrendous job on starting the phase earlier to ensure we had plenty of time to work on it, however understandable due to time constraints from other assignments and other courses.

*What will the team change to improve performance in the next phase?*

The team should change our initial starting time on all parts of the project and attempt to get in a little here and a little here whenever possible and really work towards completing in a decent time frame.

## <Daylend >

*What did I contribute?*

During the implementation phase, I spent the majority of my time working on the Blackjack game, save and loading features, as well as the bots for Blackjack. However, as with all group members, I was responsible for implementing and maintaining the core framework of the game which allowed games to be developed with general ease. As part of a group, I was responsible for giving feedback regarding the idea that went into our design for the games, and suggesting my own ideas for how things should work. Regarding the fine details that the majority of my time went into, Blackjack was my main task. Blackjack required research into the rules and mechanics of Blackjack played in most casinos, and as such certain decisions had to be made about what rules to follow as it varies based on casino. Developing the turn based logic was fairly trivial, however, creating an algorithm that determined the optimum hand size (since Aces are 1’s and 11’s) presented an interesting challenge. Besides that, saving and loading also took a lot of effort. Files needed to be saved into a design I created, where they could be parsed back into the game, and the values would be restored to all objects regardless of what game was being played, how many players there were, how many decks and hands there were, and how many cards were in each hand. This was definitely the most challenging part of the implementation for me. The rest was all part of process as thing fell into place.

*What did the team do well during this phase?*

Once we got the design done, implementing the code went quite smoothly. We quickly distributed who needed to do what and got to work. Communication was effective and we had meetings to make sure everyone was on track.

*What did the team not do well during this phase?*

Starting the implementation phase earlier on as a team would have given us more time do the job right without being over-worked. However, that is mostly wishful thinking. With midterms spanning over the first few weeks of the implementation, as well as other homework in this class among others, it’s understandable why we didn’t start earlier.

*What will the team change to improve performance in the next phase?*

Attempting to lay out a plan of when we have to have certain things accomplished at the beginning of the phase would give us an idea of how much time we need to set aside for the project.