

*CPSC 2720: Team Report*

*Created by:*

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## ***<Michael Wynnychuk>***

*How did I contribute?*

I finished my game crazy eights and fixed a bunch of bugs that I managed to find on my own without the help of a bug report being issued from the other team. All the methods in crazy eights work as intended and even have an error checking routine in some fashion or the other. I created the team report and the maintenance report.

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

We did some minor edits to our group project but nothing to drastic was made to the overall project. We all managed to add the help method to each of our games.

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

If we had the time to make huge adjustments to project like we did in the implementation we could have made way more test files and implemented bot logic across all the games. Also we could have fixed all the memory leaks too but again time constraints was the enemy of the project

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

There isn’t really that much to improve upon maybe some better communication and ensure due dates are being met so there is less rushed code.

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## ***<Brad>***

*How did I contribute?*

I performed refinement on some of the garbage collection that was taking place. I was still unable to get it all done, and Valgrind is still producing quite a few data leaks. I looked at fixing some small bugs surrounding having the unit tests runs from the menu. I also added help to the go fish application. I also added save and load to go fish.

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

We performed quite a bit of maintenance right after project submission, this was good as it kept us in the zone for our thought process on fixing outstanding issues.

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

We could have done better, I feel like we ended up leaving things until the last few moments again. History repeating itself.

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

There is no next phase, but if there was, it would again have to come down to more structured work sections, cleaner scheduling, etc.

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## ***<Brett>***

*How did I contribute?*

During this phase I was assigned testing of the Go Fish game from the other team, in which I had made several bug reports, that I submitted on their bitbucket repository issue tracker. I had made the framework for allowing players to add help functionality into their games. Along with personally adding the help functions into both Rock Paper Scissors, War, and the main menu. Lastly I finally implemented the saving functionality into Rock Paper Scissors and War, where they are both able to save and continue playing, however I was unable to complete adding the loading functionality because we did not have enough time, given our circumstances in terms of workload, instead it simply says “Unable to load” and will return back to the previous menu. I worked a long side with Daylend de Grasse to implement saving and at trying to get the load functioning properly.

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

Given the small amount of time that each developer had to work during this phase, we had come together to effectively do several tests on the assigned project, along with adding in missing functionality to our project such as the help function.

We also utilized two different services for communication, Trello and Discord, where we were able to effectively communicate plans and troubles with ease.

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

During the overall time of the maintenance phase our team did not manage to cover all issues and bugs in the other team’s project. We also were not able to dedicate more time to our project due to it being the end of the semester and all classes were having their own crunches, restricting the time each member was able to dedicate to the project. I do not think we were able to improve on our time management due to how events generally played out in the end. As well we were given only one bug report for our entire project which, this bug was not a problem due to the compiling was described in the read me. However since we were given only 1 bug we did not have our project effectively tested from an outside source.

Lastly, it would have been fantastic if the team to be able to polish all of their code equally.

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

Since there is no other phase after this one, we will not be able to improve our performance, however if I could change anything I would want to have more in person meetings so that all goals were completely clear.

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## ***<Daylend>***

*How did I contribute?*

I implemented a help feature for Blackjack that echos the goal of the game as well as instructions on how to play, which was missed during the implementation phase. Brett and I also attempted to fully implement saving and loading, but ran into some design problems, as well as implementation problems, that made it a much larger problem than time was given for. Additionally, I did some testing on our games, as the other team failed to do so. Some minor bug fixes were done by the group member responsible.

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

I think the team did a great job of communicating effectively throughout the phase. We created a Discord server specifically designed for the group projects, and it allowed us to communicate with all members of the group with relative ease. Additionally, setting up group meetings, given time, was a much simpler task using Discord. We also took advantage of Trello to set and manage goals set for our team and track who was responsible for what.

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

The team did not test the other team’s project thoroughly enough to say, with confidence, that the other team’s project should be bug-free given all tracked issues are fixed. Additionally, it would have been nice to polish all areas of our project equally. However, I feel we did not have enough time to accomplish said goals to the best of our ability. Things were so busy near the end of the semester, that we didn’t even have time to establish a proper meeting regarding what needed to be done. On top of that, the team responsible for testing our code did not submit any substantial bug reports. I feel our hands were tied on this one.

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

There isn’t a next phase, but if there was, I would appreciate a meeting that determines what major goals we would like to accomplish during the phase, as well as who is responsible for what pieces of said plan.