

## **Personal reflective report - Christian Morgan**

I was allocated by our group leader, Josh Bird to do the documentation. I asked to be this as I wasn't the confident programmer in the group and I thought that would be the best role for me to do in the group. In the first semester I had quite a lot of work assigned to me as I was doing the documentation, which I thought was fair as the programmers will get the same amount of work when it comes to implementing it.

The first document I worked on was the project plan, in this document the group was allocated different sections as different sections needed different inputs from the teams. In this document I wrote the objectives and the overview of the plan for the project. The second document I had to work on was the design documentation, with this document I had to work with the programmers in order to get an understanding of how the program is going to look in order to get a basic design of it. I didn't work on this document alone, others were allocated segments in this document as they had a better understanding of how they are going to design it.

I made the sequence diagrams in the document with help from Dave Haenze. The next document that needed to be completed was the testing documentation, in which we had to create test specifications. After all this was done, the programmers went and coded the game, in this part of the work, I had little to do as I had nothing to offer them to help. However as I did a lot more work in the beginning they were now doing their share which was fair. Throughout this whole group assignment we had regular group meetings, and I must admit we did struggle at times because everyone has a rather busy schedule. With some of the members being part of societies and sports clubs, but we did compensate for this and rearranged meetings. We also had specific team member meetings which freed up other members who really didn't need to be in that meeting.

The whole group as a whole I thought worked very well as a team, especially since we didn't really know each other very well. I will also admit we as a group had a lot of different personalities in the group, which I felt helped the group rather than clashing like some personalities would. I also admit there were stressful times and some members did not get on, but we overcame it and I think we all acted maturely. Which is what you would expect from a real life software development team. The only one in the group who I felt that left the group down was Kamarus Alimin and this was only towards the end of the assignment. He didn't keep in contact with the group, didn't show up to meetings, which meant that other members of the group had to take his work load. He wasn't replying to our messages, which was a great shame since he worked quite well through it all.