

Team Report

Team Retrospective

Team Darth was excellent during the implementation phase, as the discussions for full implementation was always on point without wasted time. The time management for the project was great as we were able to submit the project before deadline. Our main challenge was implementing objects without the design lead because the design lead already had an idea already predetermined and it was up to the rest of the group to implement the rest of the group. This was especially difficult when Matthew was absent due to illness, where Jeremy and Kevin had an extremely tough time doing the rest of the implementation. What the team could improve on is updating the repository more consistently as there were times our local repository do not match other partners.

Team Member Contributions

Jeremy Wu

As the document reviewer, contribution consisted of creating the document which consisted of ideas and diagrams by Kevin and Matthew. During the implementation phase, the user manual and design documents were updated as per changes required.

Matthew Wilbern

I was the person who was “in charge” of making the UML/Sequence diagrams. I created new files to implement objects in the game. I also asked Kevin and Jeremy to do some implementation as well. All of us came together and planned for new implementations to the game.

Kevin Baffo

I was in charge of writing tests for multiple source files. The tests helped uncover minor bugs that could have had drastic consequences on the gameplay and certain functionalities of the game.