

Team Report

Team Retrospective

Team Darth was good at organising meetings and follow-ups on the meetings main points. Our team also did exceptionally well with discussions regarding the storyline of the game, as it is crucial to our success because if team members don't share a common understanding of the goal, it would be extremely difficult to design. Our main challenge was to narrow the ideas that we had for the game, as many group members had multiple excellent ideas. As it is the early stage of the project we have decided to include all our ideas and refined them prior to the implementation phase. After understanding each team member's strengths, because the team has very equal power and leadership dynamic, the only improvement we need is to have a better understanding of each other's ideas so discussions will be more productive.

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. In addition, ideas from the QA lead and design lead were written in the document to create a more structured approach to the design phase. This allows us to implement our ideas more efficiently and effectively as due-dates are closer than they appear.

Matthew Wilbern

I was the person who was "in charge" of making the UML/Sequence diagrams. I made the base UML diagram, which enclosed all of the main classes of the game. I also made the save/load sequence diagram, and the start sequence diagram. All of us came together and planned portions of the main game, and I included those ideas in the diagrams.

Kevin Baffo

As the QA leader, I helped review the UML and sequence diagram. I was an active part of testing the ideas that were implemented in the diagrams. It was important to the design that we all voice our ideas and concerns about the game as it ensures that our text based game reflects each member of the group.