Team Contributions: Rev 0
SFWRENG 4G06 - Capstone Design Project

Team #7, Wardens of the Wild
Felix Hurst
Marcos Hernandez-Rivero
BoWen Liu
Andy Liang

This document summarizes the contributions of each team member for the Rev 0 Demo. The time period of interest is the time between the PoC demo and the Rev 0 demo; the contributions prior to the PoC are NOT included.

1 Demo Plans

Our team plans to demonstrate a fully functional level of our project. This will feature all the core mechanics of the project, including the player movement, tool usage, destructible environment, and the slime mold organism. The level will feature some simple puzzles to overcome to progress from left to right. These puzzles will require interaction with the slime mold organism, showcasing the key goal of our project, to explore the slime mold algorithm, teach the players about it, and evoke emotions such as curiosity and hope from our player.

2 Team Meeting Attendance

Student	Meetings
Total	7
Felix Hurst	7
Marcos Hernandez-Rivero	7
BoWen Liu	7
Andy Liang	6

3 Supervisor/Stakeholder Meeting Attendance

Supervisor's Name: Dr. Stephen Kelly

Student	Meetings
Total	2
Felix Hurst	2
Marcos Hernandez-Rivero	2
BoWen Liu	2
Andy Liang	2

4 Lecture Attendance

Student	Lectures
Total	1
Felix Hurst	1
Marcos Hernandez-Rivero	0
BoWen Liu	0
Andy Liang	0

Team members who were absent from the lecture were at work.

5 TA Document Discussion Attendance

TA's Name: Tanya Djavaherpour

Student	Lectures
Total	1
Felix Hurst	1
Marcos Hernandez-Rivero	1
BoWen Liu	1
Andy Liang	1

6   Commits

Student	Commits	Percent
Total	21	100%
Felix Hurst	9	42.9%
Marcos Hernandez-Rivero	2	9.5%
BoWen Liu	9	42.9%
Andy Liang	1	4.7%

Marcos and Andy have recently been working locally and on unmerged branches. We believe the technical contributions have been relatively balanced despite the drastic differences in number of commits to the main branch from the PoC demo to now.

7   Issue Tracker

Student	Authored (O+C)	Assigned (C only)
Felix Hurst	11	7
Marcos Hernandez-Rivero	3	9
BoWen Liu	8	11
Andy Liang	1	2

Felix is responsible for creating and closing issues that track meeting attendance. Andy has low activity in the issue tracker due to the large workload associated with the slime mold integration, which has been tracked by only one issue in the repository.

8   CICD

C# scripts used in the Unity project undergo automated unit testing in the repository under `Game-Files/test/`. This will ensure the foundational functions in our scripts are verified.

9 Team Charter Trigger Items

Summary of triggers:

- A team member misses a meeting without notice.

- A team member ignores Discord server messages for more than 24 hours.

- A team member contributes less than 20% of the total commits, issues closed, and other administrative tasks.

Andy missed a meeting on January 22nd and did not provide a good reason for it, he said he simply forgot about it. We will be providing more reminders to the team to prevent members from forgetting about meetings. Andy will be spoken to more seriously if this behaviour continues.

10 Additional Productivity Metrics

One additional metric we have is the message history in our Discord server, showing how active each team member is in asynchronous, text-based communication. The table below records the number of text messages sent to our server in the period of interest. This data was recorded on 2026-01-29 at 12:00 PM EST.

Student	Discord Chat Messages
Felix Hurst	257
Marcos Hernandez-Rivero	132
BoWen Liu	135
Andy Liang	81