

Team Evaluation

Our overall team dynamic was really good. We got along well with each other and had good chemistry. The team worked well together all the way up to the finish and everyone pulled their weight. What we struggled with was making consistent progress. Sometimes we would make a ton of progress in one weekend and then a little next week. Inconsistent progress was our weakness. However overall we still got our game mostly finished and most of our features implemented. The work was divided evenly into different distinct pieces. One was art work and asset collection, another programming, level design, audio and so fourth. We kind of shifted roles on each iteration filling into whatever role was required for the next iteration. If we needed a lot of polishing and levels 3 of us might go audio and 2 on level design.

Individual Assessment

I helped contribute by filling in to any needed role. Depending on our iteration we would adjust and switch up our roles and I would act as the “hybrid”. If we needed more programmers and were lacking audio I would take both roles. I also helped set up the parallax background, all the menus, transitions, and cameras. And I helped with debugging any issues + play testing. My skill set was pretty broad as I've used Unity a decent amount before our project. I could do audio, programming, level design etc. I was pretty well organized and I went through at the end and placed all our sprites and audio files in their correct location. I voiced my opinion during team meetings when needed and helped come up with the game idea. I also communicated my availability when required.

Rating:

1. Describe what tasks were assigned to the person and how they executed those assignments.

- I filled in the dynamic role so I would do different things every iteration. I mainly set up the parallax background, transitions, potions, enemies, cameras, and game flow.

2. Did they help others?

- I helped familiarize most of my teammates with unity

3. Did they contribute?

- I contributed what was required for each iteration + added any feature I saw necessary

4. Did they need a lot of guidance or were they self-starting?

- I was pretty self independent

Based on the rating scale with each number corresponding to the ratings

1. (Programming and any filler roles) 5
2. 5
3. 5
4. 4

Team Member Assessment

Jacob Safarin

Jacob was a great team member. He communicated well with what was going on and how much work he could manage each iteration and kept us up to date with the project. He designed all the levels and helped with some of the polishing work. Jacob was skilled at level design. He was well organized and willing to learn to better contribute. He participated in meetings and communicated often

Rating:

1. Describe what tasks were assigned to the person and how they executed those assignments.

- Jacob went above and beyond and did a wonderful job. Communicated very well. Also got everything done on time

2. Did they help others?

- Jacob helped others when he was asked too. He often worked with other team members if they needed help

3. Did they contribute?

- Jacob contributed a lot to the team by designing all of the levels and helping with last minute polishes

4. Did they need a lot of guidance or were they self-starting?

- Sometimes he would need some guidance or help on level design but it wasn't too needy or overbearing.

Based on the rating scale with each number corresponding to the ratings

1. (Level Design + Polishing) 5
2. 5
3. 5
4. 4 (Needed some guidance on level design)

Luke J Wetzel

Luke was an awesome team member. He communicated well and said exactly what he thought which kept our team in check and in line. He would help manage what tasks we had left and communicated his availability often to work on the project. He wanted to commit and always asked if he could do anything else for the project. Luke was skilled at programming and audio. He hooked up most of the audio managers in our game + sound effects. Luke was very well organized and participated often in team meetings

Rating:

1. Describe what tasks were assigned to the person and how they executed those assignments.

- Luke was tasked with handling the audio and some of the programming. Luke went above and beyond as well on everything. He communicated and was always on time. He also kept our team up to date with our progress if we started to get stale.

2. Did they help others?

- Luke would help anyone if requested

3. Did they contribute?

- Luke was responsible for all the audio managers and sound affects + music in our game.

4. Did they need a lot of guidance or were they self-starting?

- Luke was relatively independent, he communicated if he had troubles or questions but mostly did everything on his own.

Based on the rating scale with each number corresponding to the ratings

1. (Audio Design + Sound affects + Asset Importing) 5
2. 5
3. 5
4. 5

Aaron Gonzales

Aaron was a good addition to the team. He was very laid back and added a lot of light hearted jokes to our game. Aaron communicated well and consistently communicated his availability to work on the project. Aaron was skilled at pixel art and drawing assets. He created our main character and the potions for the game. He also created our game trailer and most of the slides. Aaron was well organized and contributed to every team meeting

Rating:

1. Describe what tasks were assigned to the person and how they executed those assignments.

- Aaron was responsible for all of the art assets and video editing for our trailer. He went above and beyond and communicated well with our team trying to understand what type of art style we imagined and so fourth.

2. Did they help others?

- Aaron would help anyone if they needed it

3. Did they contribute?

- Aaron contributed a lot of artwork and a awesome video trailer for our kickstarter presentation

4. Did they need a lot of guidance or were they self-starting?

- Aaron was independent and did mostly everything on his own but communicated exactly what he was working on at any given time.

Based on the rating scale with each number corresponding to the ratings

1. (Artists + Video Editor + Gameplay Tester) 5
2. 5
3. 5
4. 5

Nick Signorelli

Nick was a very helpful contributor. He was laid back and easy to work with. He communicated often with the group chat and always posted what changes he made to the project in our group chat. Nick was skilled with scripting and some of the coding. He created most of the code for our player movement system and helped import any useful assets. Nick was very good at organizing, he would place scripts in a structured hierarchy and refactor if needed. Nick was active in our team participation by voicing his opinions on certain features and game ideas.

Rating:

1. Describe what tasks were assigned to the person and how they executed those assignments.

- Nick was responsible for the player movement and some other misc scripts. He went above and beyond on every task and got everything done days before the due time.

2. Did they help others?

- Nick would help anyone if they needed it.

3. Did they contribute?

- Nick contributed a lot to our game by helping hook up pre built components and some of our scripts.

4. Did they need a lot of guidance or were they self-starting?

- Nick was really independent and did mostly everything he was responsible for on his own

Based on the rating scale with each number corresponding to the ratings

1. (Programmer + Asset Collector + Game Tester) 5
2. 5
3. 5
4. 5