Team Report

TEAM RETROSPECTIVE

We believe that given our time and what we achieved in the implementation phase that we did a good job of polishing up our project. We were able to implement save and load quite easily as the reason it did not work originally was user error with git. We could have met earlier to start our maintenance and this report. If there were a next phase then we would start sooner and commit more often.

TEAM MEMBER CONTRIBUTIONS

Each team member will write a single paragraph outlining their contributions to this phase of the project.

- *A missing paragraph will indicate that the team member did not participate in this phase, and their grade will be adjusted appropriately.*
- *If a team member participated substantially less than others in the phase, explain why, and how this situation will be addressed in the next phase (e.g. the team decided that the member's skills will be better used in a future phase and they will be doing the bulk of their work in that phase).*

<Team Member #1>-Gavin Booth

This phase my contributions were entirely dedicated to the maintenance of our own project. This primarily involved going through an internally posted list of issues my group was aware of from our own testing and from friends and family members who played our game. Practically all of these fixes were rather easy to fix. There was one however that took some digging into. Our save function. Having spent hours on the last day of our implementation phase getting our save function working I was tasked with correcting the bug report we received concerning save from the group testing our project. The issue turned out to have been an error on the part of one of our members who overwrote changes I made to our code to make it functional. The fix was rather simple once I realized this. Simply reinstate the previous working code.

<Team Member #2>-Ben Hunt

I found a 2 bugs with the test groups game and promptly reported them. I was responsible for adding and editing the documentation for our own game in the maintenance phase. In an effort to complete the previous implementation phase on time our documentation was a little rushed, therefore. I made sure all the documentation for the files had the proper parameter tags and their respective arguments and ensured comments made grammatical sense. I also updated our dia to reflect any changes we made during the maintenance phase.

<Team Member #3>-Jorge Aceytuno

id 001003732

During the testing period, I reported 3 bugs (even the bugs were found for all members of the group at the same time) and one comment about the manual in Project Gacrux.

Using Direct testing in the game program I found:

1. An infinite loop when enter the menu,

2. The command used to exit the game did not work and continue repeating ven the game did not exist.

3. Message std:: bad allocation after a moment Aborted (core dumped).

4. Comment about the User Manual for more information before opening the game.

Using commands make docs: I found many files not documented.

Using command makes, information missing because the program was not running as code coverage values.

<Team Member #4>-Wesley Waldern

During the testing and maintenance phase I mainly worked on the maintenance part. I fixed some errors that we already knew about and improved the quality of our game. I fixed a few errors that were in a spreadsheet we had. The testing portion i looked at and discussed with group members but i did not report any due to them already reporting said errors.