Team Report

TEAM RETROSPECTIVE

The team will write a single paragraph describing how well the team worked together to accomplish this phase by answering the following questions:

> o *What did the team do well during this phase?*
>
> o *What did the team not do well in the phase?*
>
> o *What will the team change to improve their performance in the next phase?*

This phase the group did well with our communication concerning meeting times and when discussing attributes of the project like our design, creativity, and imagination, and maintaining an open and accepting environment where new ideas, comments, and suggestions were all discussed. Our time management, however, could be improved upon. The majority of our meeting times were during the week leading up to the end of the phase which resulted in less time venting our design than we would have liked. Next phase we will begin by creating a road map of deadlines that will give us a schedule we can use to gauge how far ahead or behind the project stands. This should help improve our time management.

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

During this phase, I contributed to the group by writing the Risk Management section of our project report, offered edit suggestions and writing/format advice to other group member's concerning their sections of the report during our review process, and lead the discussion on design choices throughout the design process. I feel the team did well in the level of detail we attempted to achieve in our design. Each data member and function was discussed and while I expect that improvements can and will be made I feel confident that given our familiarity with software design at this scale our current design has a fair number of desirable attributes. During the vetting of our design, we were able to have ideas and solutions to issues bounced back and forth between group members with one particular exception. Our fourth member Jorge expressed concerns at the start of this phase that he would be a liability to the group due to his supposed unfamiliarity with the content. While he may struggle with his grasp on this content I feel the more pressing issue is one of confidence. During our design discussions, Jorge made very few if any comments or suggestions. Were we not so pressed for time this phase I would have taken the time to more pointedly including Jorge and attempt to, as a group, improve Jorge's confidence in his abilities and clarify/tutor on any topics he lacks in. This is in line with what I detailed in my risk

management section concerning an individual who is unfamiliar with the tools or content pertinent to the project and will be an aspect I intend to improve in our next phase.

<Team Member #2> - Ben Hunt

I was given the duty to create the UML and sequence diagrams for the game design. I was also responsible for the introduction and the design sections of the project report. Outside of my individual responsibilities, decided by the group, I helped add input and feedback for the current game design. I also helped edit other sections of the report.

<Team Member #3> - Wes Waldern

As documentation/organization lead my contributions to the project were, establishing a dedicated time and place to meet up that fitted everyone's schedules. I also created a means of communication and established documentation that everyone could access easily. During meetings, I contributed to the discussion, however, I feel like I fell short near the end. With that in mind, I have decided that I will discuss more in later meetings so that our group gets more contributing thoughts on issues.

<Team Member #4> - Jorge Aceytuno

My contribution in this phase was in the team Navi organization report.

Due to inexperience with games and knowledge, my technical participation was minimal in the design phase. I was the focus in understanding the way that the project design was built. I have to work with more effort to increase my knowledge, I think working as a team will help me to find the way in the next phase.