Team Report

Team Retrospective

This phase our group did well with time management, if our project was due 2 days earlier we would have had a deliverable game. We did a good job of delegating the workload so that we could finish our project efficiently. We took advantage of all of our communication channels ensuring peak performance regarding merge conflicts and pulling and pushing to git lab. However we did not have a firm grasp on the order of which to do the files. Nor did we properly understand how the class files would integrate with one another to form a cohesive game, which cost use some time. In the next phase we will have a greater understanding of our files and how they integrate with one another, and we will be able to fix the bugs in a timely fashion.

Team Member Contributions

<Team Member #1> - Gavin Booth

During this phase I contributed to a group meeting where we discussed a rough draft of our story and designed the configuration of the rooms in the map for our game. We then assigned out who would write which class. Once we went to coding I first implemented our Room class. Part way through the implementation I realized we had abstracted enough that we did not know where we were actually declaring our objects. After this realization I adjusted the implementation of Room to act as the central point of data storage in the game and adjusted the class to include extra or edited data members and appropriate member functions to handle the data for the entire game. These changes were quite extensive. This made the room class dependent on almost every other class so it could not be compiled until much later in our implementation. As such I worked on the one class while other team members finished several of the other classes. Once we could confirm Room's functionality I moved on to creating our game's main file then to our load class. At this point we still had yet to have a game that could actually run due to various compile errors. We then adjusted our focus discarding some priorities in favour of a game that could run. My part of this was to implement our combat system. After our combat was functional, I then completed our save and load functionality as they were set aside until we had a working game. Throughout all of this I also did my best to be a leader for the group. I feel that I unfortunately fell short in this as my time was so consumed with coding features or functionality that I could not give as much attention to the rest of the team and their struggles. While I did help as much as I could I wish I could have helped more, in particular, helping Jorge do more in the way of coding. Jorge ended up doing most if not all of the doxy tags and files. I suppose though, at least we didn't have anyone not contributing. I continually attempted to make sure everyone knew what they were doing when and everyone else knew as well. It has been quite a journey and we finally have a working system and a passing pipeline. I know though that in our haste to code features or functionality that we have likely violated many design principles as we quickly got to the point where we simply needed to make it work as system wide design changes would not have been a good time investment. I believe we still did well given the circumstances and our lack of experience.

<Team Member #2> - Ben Hunt

In the beginning of this phase we were each assigned our classes to implement. I was tasked with creating Object the base class of the game. It turned out to be much different than what we originally designed and made for a tricky implementation. Once object class was implemented I continued to making RoomObject, Lever, Villager, and Save. Once a majority of the classes were made I helped out on any class I could including some of the tests. Much of the time I would complete a class that some had started or complete tests that some one had started. During this phase I was also responsible for updating the relevant diagrams that changed as we developed our game.

<Team Member #3> - Wes Waldern

During this phase, I was responsible for coding a multitude of tests and header files. In the beginning, our group discussed our story of the game. After this meeting I chose to take on the role of coding our Hero header file. During the creation i had to stop at some points, due to other issues that popped up. So I stopped working on our Hero class to continue to work on other header, test and implementation files that needed attention for Hero's creation to continue. After Hero's first completion, I began to work on making our chests header, implementation and test files. After this our group realized classes weren't working as they were supposed to so as a group we went back and fixed theses changes. Im happy with how our team worked together as a whole, everyone was doing important work and communication was fantastic between all group members. I feel like i contributed substantially during this phase.

<Team Member #4> - Jorge Aceytuno

My contribution in this implementation phase was oriented to Documentation : Doxyfiles settings ,corrections during make docs warning and errors on all the files and do modifications according to the changes done during the implementation phase. Worked on Person.h and Person.cpp, Lock.h and Lock.cpp. and test the header for these files means test driven development.

I consider that for the volume of job done during this phase in general, my participation was minimal ,which I would like to improve for the next phase.