Group 30 Report

Team Responsibilities:

* Dillon Pike
* All game functionality code
* All game appearance code
* System Level Testing document
* Video recordings
* Sprint document 1 and 2
* Ifan Edwards
* Low level design documents (class diagram and sequence diagram)
* UI assets: game tiles, game tokens, property tycoon logo
* Sprint document 1 and 2
* Planning documents
* Report
* Yimou Liu
* High level design documents (activity diagrams and use case diagram)
* Game screen design plan
* Planning documents
* Sprint document 3

If we were to do this project again. I would hope to have more contributing team members so that

we could complete all the required deliverables. Further planning would have been beneficial to the outcome of the project. More frequent task scheduling may also have made this project easier for us so that we could decide what deliverables should be prioritised.

Group meetings can be found in \PropertyTycoonGroup30\Planning Documents\Meetings

Peer Review

* Ifan Edwards 40 – created UI assets and elements, and a large portion of documentation (see above for specifics)
* Dillon Pike 50 – wrote entire codebase
* Yimou Liu 27 – gui plan, documentation and diagrams (see above for specifics)
* Zitong Liu 3 – In China for long durations of the project. Helped Yimou but little to no contribution to final project.
* Riley Millard 0 - ghost
* Akeil Mohideen 0 - ghost