**CS-230 - A1 Contribution Report - Group 20**

**Timothy Roger - 977422**

I will start by saying that I never had any problems with anyone in the group and found that they were always putting in the effort to work with the team. At first, I designed the CRC cards for Level, Character, Cell and all of Cell’s subclasses, Wall, Floor, Goal, Teleporter, Door, Coloured Door, Powered Door, Hazard, Acid and Wires, with Nihal Goindi and Mariya Ahmed. Then Nihal wrote up UML class diagrams to start making associative diagrams with, which is what I worked on. I often had to work with other team members in other sub-groups to work out how the classes designed by our sub-group were going to collaborate with theirs and the inverse. I also worked on the Hierarchy Description page with Nihal, with help from Szymon Grzech as the Hierarchy we chose had been designed by his sub-group. Finally, I put all the initial parts and formatting of the partial design document together so that it was easy for the team to stay consistent across their work.

**Szymon Grzech - 988065**

I began my work with CRC cards for the Enemy and Collectables deciding to make Collectables a Superclass with four subclasses. As for the Enemy class at first I did an Enemy Superclass with four different enemy subclasses. Then I collaborated with Jamira Miller who was also assigned to work with enemy and collectables. After that I created neater versions of the CRC cards with the same format as the other group members did and put them into the same document as the other CRC cards. Later on me and Tim decided to separate the enemy class into more having another superclass of targeting enemies inside the enemy superclass as the targeting enemies require to know where the player is and the other two enemies (wall following and straight line following) don’t. After that I met up with Jamira to discuss the UML Class diagram for our classes. Then I worked with Tim, on those classes, how the methods involved in them work and which parameters they will take in, finally putting them all on Draw.io shared document. I didn’t experience any difficulties while doing my part of the work.

**Kelsey Pyne - 976805**

To begin, I worked on CRC cards for the classes Menu, User Profile, Leaderboard and File Reader. At first the classes were divided into Menu and File Reader, however I thought it would be more practical to split up User Profile and Leaderboard into their own class, so they have one main purpose. I collaborated with Joseff and we agreed on separating the classes further and worked together to finish the CRC cards. I started the UML class diagram and its associations on my own and then worked with Mariya to sort out any confusion on what should be put in each class and how our classes would collaborate with the other sub-groups to produce the final outcome of the UML. I liked working with my group and felt that everyone participated in creating the best result we could for A1.

**Joseff Pugh - 975656**

I began work on the CRC cards for the Menu and File Reader classes, composing the document before comparing my results with my work partner, Kelsey. When we did our comparisons, she’d made the point of separating the User Profile and Leaderboard classes from the Menus class, to spread the responsibilities out between more classes, a point that I agreed with. I then volunteered to work on the Level File format document individually, since I had already begun thinking up ways of how the file was to be formatted. It did come with some interesting design choices, such as decisions to symbols for cells and how additional information per cell was to be presented and received, but a task I completed with determination. I shared the document with my team for feedback and the consensus was that everyone was happy with its contents. This experience with working with my teammates has been a real pleasure. We’ve encountered very few challenges and no major disputes between any members. We all did our parts, and we all did it with competence.

**Mariya Ahmed - 990306**

As a group, we decided it would work better if we split into smaller groups to work on the CRC cards. I was in a group of three with Nihal and Tim, we worked on creating CRC cards for Level, Character, Cell and all of Cell’s subclasses. Since Joseff volunteered to do the level file format, we thought it would be best for me to join Kelsey and help create the UML diagram for the class’ they had (Menu, User Profile, Leaderboard and File Reader). I felt that was a good decision because it avoided giving Joseff a bigger workload than everyone. Kelsey was able to bring me up to speed quickly with the CRC cards they created, and we finalised the UML diagram together. As a group we didn’t occur any problems that couldn’t be resolved and worked really well together.

**Nihal Goindi - 976005**

As one of the “Planning & Quality” managers I have had to organise when the group is going to meet and ensure communication within the group is consistent and often and ensure the group is aware of all of the tasks that need completing in between each and every meeting. I have also been in charge of documenting minutes for all of the meetings along with Jumaira. I designed the CRC cards for “Door”, “Character” and “Cell”, as well as their respective subclasses alongside Tim and Mariya. I worked with Tim in the writing up of all of the attributes and behaviours for the classes I designed with Tim and Mariya before Tim compiled our final UML diagram for our classes with the required collaborations. I wrote up the hierarchy description paragraph with the help of Tim, to help iron out any confusion on my part, and Szymon as these we decided to use the classes he had worked on with Jumaira. I have thoroughly enjoyed getting to know and working with everyone within this group so far and look forward to the challenges that A2 will bring. I personally expected a lot more difficulties than we experienced but any doubts I had were cleared up very quickly because of everyone’s commitment to the work, lectures and ensuring they were up to date with course content.

**Jumaira Miller - 983101**

We began this assignment as a group by assigning roles to each member. I was assigned the role of Customer Interface Manager. Throughout the completion of Assignment 1, I have taken initiative to make sure we follow the functional requirements and assignment overview as we go through each stage.

I had also taken responsibility for completing and submitting the weekly contributions breakdown, as well as helping with the weekly minutes.

As a group we split into subgroups and assigned each subgroup with classes to do CRC cards and UML Diagrams for. My partner in the subdivision was Szymon. Although we were both assigned the same classes to design, we first individually did each task (First the CRC cards, then the UML Diagrams, and finally the Class Hierarchy Descriptions) before collaborating our individual work. Whilst designing the classes, I’ve also found myself collaborating with the other group members, as well as Szymon, to discuss interactions between my assigned classes and theirs. I was responsible for designing the following classes: Collectable, Token, Flipper, FireBoot, Key, Emeny, WallFollowing, StraightLine, DumbTargetting, and SmartTargetting.

As the Customer Interface Manager, I am expected to clears up ambiguities in requirements specification, and thus before the submission I made sure we went through the functional specifications and assignment overview files to ensure all aspects of the assignment were completed (in terms of format and content)

I experienced no conflict whilst working with my group; due to clear communication and equal contribution, I believe the process of completing this assignment with my group went very smoothly.