Design Phase 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:

- ○ *What did the team do well during this phase?*

  We were able to communicate well during this phase which is important. Multiple team meetings were carried out as well. We got along well, everyone was able to share their ideas. We were able to hold enough meetings to get this part of the project done.

- ○ *What did the team not do well in the phase?*

  We did not come up with a perfect implementation or diagrams, as our team members are not used to making a solid plan before starting a programming project. We are also all inexperienced with C++ and CodeBlocks, so it was difficult visualizing exactly how we would implement the features we discussed.

- ○ *What will the team change to improve their performance in the next phase?*

  We will have more experience during the next phase, which naturally will help us a fair amount. We will have more meetings starting earlier in the phase, since implementing a plan usually becomes more complicated than coming up with ideas.

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).

Mark Wagner

I created the UML and sequence diagrams and a small amount of writing on the design document. During the creation of the diagrams, Karamullah and I discussed possible problems with my implementation ideas and changes that could be made in the future. Creating these diagrams gave us some insight into how we may want to implement certain features into our game.

Karamullah Agha

I worked on the Design Phase document, and also helped Mark with the UML and Sequence diagrams. For the diagrams I gave Mark my thoughts on how we should do certain things, because it is early in the project we are still are not sure how we will implement certain features. For the Design Phase document I discussed with mark how we will handle certain situations and I also organized the document.