

# Implementation 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 did well working together to come up with ideas for how the game should work
  
- *What did the team not do well in the phase?*  
We did not conform to our original plan or class diagram. We changed our minds pretty early on in development about how exactly we'd implement things. Because of this, we did not end up following test-driven development very well.
  
- *What will the team change to improve their performance in the next phase?*  
Learn how yaml files work so that our project actually builds.

## 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 worked on the UI system for the game as well as saving and loading. Karamullah helped me integrate his system for interacting with NPCs into my UI System. I also wrote most of the unit tests for the game.

## **Karamullah Agha**

I and mark for the most part worked together on a single computer during our meetings. I worked on the chat system. I did work on documentation as well. I worked on fixing the code style too.. With just the 2 of us, we had a lot more work to do than we initially thought.