

# Team Contributions: Rev 0

## Software Eng

Team #11, Mac-AR  
Student 1 Matthew Collard  
Student 2 Sam Gorman  
Student 3 Ethan Kannampuzha  
Student 4 Kieran Gara

## 1 Demo Plans

The team will be demonstrating the following functionality:

- Updated voice chat
- Updated text chat
- Updated lobby menu
- Puzzle gameplay for the following puzzles
  - Simon Says Puzzle
  - Combination Puzzle
  - Maze Puzzle
  - Wires Puzzle
- Cooperative gameplay between two users

## 2 Meeting Attendance

Student	Meetings
Total	8
Matthew	8
Ethan	8
Kieran	8
Sam	8

Every group member has been present for all group meetings.

### 3 Lecture Attendance

Student	Lectures
Total	2
Matthew	2
Ethan	2
Kieran	2
Sam	2

### 4 Commits

Student	Commits	Percent
Total	51	100%
Matthew	9	18%
Ethan	10	20%
Kieran	11	21%
Sam	21	41%

The commits from the "development" branch, which is used as a final staging branch before main, have not been completely merged to Main as of creating this document. In addition, administrative work which is done in small individual commits, such as updating CI/CD or issue templates, can cause commit numbers to become disproportionate. The work itself has been split mostly evenly.

### 5 Issue Tracker

Student	Authored (O+C)	Assigned (C only)
Matthew	24	44
Ethan	13	47
Kieran	5	37
Sam	24	28

Certain categories of issues, such as issues created for lectures and meetings, causes some of the "authored" commit numbers to be disproportionate, and don't reflect the amount of important issues that were created. The number of non-administrative tickets created is fairly even among team members,

## 6 CICD

CI/CD has been implemented at present to run the entire "edit mode" suite of tests, which in Unity consists of all of the unit tests that can be run in isolation, without the full program being launched. The pipeline is set up to run automatically for all pull requests, in addition to running on main when any changes are pushed.