Team 94 - Keepin' It Realtime
Team Evaluation

Member Responsibilities

Alan Chang has communicated well and showed up to meetings on time. He worked well with teammates who had problems and worked through them together. We set goals for each sprint and assigned them to each person and Alan mostly completed them on time. He worked mainly on the web app portion of the project not really working on any unity code. However, he did work with Roy to handle the communication between the unity game and the web app's server. He worked on the app's authentication system and the live scoreboard along with helping others with other web app components.

Michael worked on the chat for the site, having to use sockets for the chat in order to create a real time chat. There was a sails chat tutorial online that helped in creating the chat utilizing sockets. He worked on the design of the chat and other portions of the page as well as the profile page. He went to meetings and communicated with the group about what he could do and couldn't but ultimately needed more help finishing his assigned parts.

Roy's main role was to be in charge of the networking aspect of the unity games, and their communication with the website. He was also in charge of the design and implementation of the platformer games together with Ahmed. Roy also modified the code for the chess and shooter game to make them multiplayer and added in networking capabilities for both. Roy also added an in-game chat for all 3 games and helped Alan with the scoreboard, sending requests and responses between the game and the site so the site gets the scores for each user from the game. Lastly, Roy also helped with part of the friending system, helping to implement the pending friends request system. Roy coordinated most of the meetings, setting up the meeting times and places and was present at all meetings.

Ahmed was in charge of creating the platformer along with Roy. He also added friending and messaging to the app. He also designed the overall look for the website and designed the home page and messaging page. In addition, he deployed the application to Heroku and then later to DigitalOcean to handle the socket request for the chat and game. He completed his assigned tasks for each sprint and attended most meetings. When he could not attend, Ahmed would stay in good communication and complete his work for the next meeting.

Resolving Problems

Our team has a whole was able to effectively keep with our schedule throughout the project, except for some minor hiccups in the last 2 weeks. Although we more or less attained our

Sprint goals for both the first and second sprints, we were not able to coordinate effectively over thanksgiving break to work on the remaining tasks. As a result, we had to rush it out after everyone returned from break. However, everyone was willing to put in the work and time and we were able to mostly finish up the project, except we were not able to test the site as extensively as we wanted.

A major technical problem we faced was our difficulty with Sails. Sails.js just updated its version and it has little documentation on the new version, as it made a lot of changes, there weren't many guides available online either for it. Whenever we encountered bugs in the code, it could take a while to find the reason in the beginnings. However, we all helped out each other when it came to such bugs, and over time, we became more experienced with Sails and such troubleshooting became less of a hassle. Getting the chat-server working and bug-free was also a big problem, in part due to using Sails.js. However, Alan was able to help Michael work out the problems, and eventually get a functioning chat server with chat rooms too, up and running.

Team Communication

On the whole, our team was able to effectively communicate our ideas, any problems and work on the project cohesively. The only cases of miscommunication was when sometimes, not everyone would be at meetings but that was because they hadn't seen the message. This was usually because at those times, we sent the messages talking about changes in meeting times a bit too late. During the meetings themselves, everyone was able to cohesively and speedily discuss the project, get work done during the meetings and hash out solutions to problems.