Marco Chiang

12/6/12

ECE 373

Project 2 Group 2 Dynamics and Work Load

Summary:

When we first met up to discuss distribution of work we decided that;

John Fuller – Main Menu, and boxes for each card game.

Marco Chiang – Card Counter class and Timer class.

Tyler Adams – Banking class.

Joel Jean Claude – Getting the main menu set up to show bank, card count, and timer information.

When we met back up after thanksgiving break everyone had completed their tasks with the exception of Tyler. He claimed he had an idea for it but had nothing to show for it. John Fuller ended up writing it for Tyler. We had agreed to use svn and we would all commit our separate parts to svn when we were done, then send everyone a text that we had completed our task so everyone would know who has free hands to work on the next step. I don’t remember Tyler ever uploading anything to svn.

From there we decided to work on our own games and to get their own game to start on click from main menu. Then we all integrated the new feature classes into our own games. John had also created the advertisement class for all of us to use.

Tyler was then assigned the task of figuring out the resizing. The week the assignment was due John and I have finished our game implementations with the integrated new features. Joel had gone MIA for a while but he came back just in time to finish his game implementation.

John and I were finished and got back in touch with Tyler who had nothing to show for the resizing. John and I decided to just do our own games and try to get it to resize. Then we decided to give Tyler the task of completing the class diagrams. We also agreed we would all be in charge of our test cases.

My Ranking of who did the most work (1 being the most):

1. John Fuller

2. Marco Chiang

3. Joel Jean Claude

4. Tyler Adams