BCIT

Group Project Peer & Self Evaluation Form

ID: a01162704   **Name:** MatthewAng   **Group Number: 7**

The purpose of this form is to rate the overall quality of your own and your fellow Group Project members' work. List all group members' names, including your own, in the designated sections below. Please consider the following criteria to provide a reasonable score for each of your group member:

- Attends group meetings regularly and arrives on time • Contributes meaningfully to group discussions
- Completes group tasks on time.
- Prepares work in a quality manner.
- Demonstrates a cooperative and supportive attitude
- Contributes significantly to the success of the project

<mark>Please note that this form is confidential and will not be shared with your group members.</mark>

Instruction:

1. Complete the following information for each team member.
2. If your team has less than 6 students, leave last row empty
3. The total score must add up to 100

	Team Member's Name	ID	Score
1	Cedrick Abenes	a01175380	11
2	Matthew Ang	a01162704	20
3	Yazdon Azhdari	a00895515	20
4	Soroosh Azizi	a01191024	16
5	Kevin Bowles	a01203501	20
6	Arthur Cai	a01023529	13
		Total:	**100**

Reason (Required):

Cedrick Abenes:
From my knowledge we did not use any of his code. He would also consistently come late to our meetings. There would be little to no notice of why he was late or did not come for the meeting. The most he has contributed was to create the trello board, and help move the tasks around.

Matthew Ang:
I set up the user registration, figured out the routing for the static code for the mastermind game, set up the pages that the user interacts with, added bootstrap for styling the .ejs pages, and added the email and password validation. I created the unit tests for the node code. Lastly I helped out with TravisCI, the proposal, and presentations.

Yazdon Azhdari:
Yazdon helped delegate all the tasks and was a big part of helping the whole team get more comfortable with each other. He helped with finding bugs and things the developers would unintentionally miss, took on trying to deploy on Heroku, and helped with TravisCI. He was a great team leader and was able to keep us going the entire time.

Soroosh Azizi:
Soroosh helped with the final styling of the gameboard. He was willing to learn new things. He had multiple iterations of the gameboard, but we were not able to figure out how to add everything he made for the mastermind game. In the end he pulled through with being able to help with the scoreboard and adding CSS.

Kevin Bowles:
Kevin practically created the whole mastermind game. When he was given a task, he would be able to deliver it speedily and with little to no bugs. He also learned how to use mocha, node, and how some parts of the JavaScript would not work with Node.js. He came in clutch with unit testing for the game when I was not able to understand. He was always willing to explain his code if none of us understood what he did.

Arthur Cai:
Arthur always came on time for the meetings, and would give a heads up if he was not able to attend or come late to a meeting. With his lack of coding knowledge, he was not able to bring much to the development of the project. He would help Kevin with the small things. He would always have a good attitude and be ready for things.