List of criteria

* Play the prototype with defined controls
* Make sure there is well documented comments on code chunks

Criteria for first week of deliverables

* Connect whole team and create a Github for the project to be in
* Everyone should upload at least one thing to show proof of being able to commit new documents to repository
* Create user stories, case diagram, shared Github repository, and a backlog of the features that we want to use in the game.

Run check

* Game runs on Terminal as intended. No errors come up when game starts

Results

* Game is running as intended, with no errors. Some user issues can arise due to lack of clear instructions as well as lack of exception handling.
* Leaderboard is writing correctly, but the values aren't being pushed from the game.

Discussion of implementation

* + First meeting was just delegation of tasks.
  + Second meeting was discussion of first week deliverables
  + Game dynamics was planned out a bit more.
  + Leaderboard implementation meeting was held with Fabian and Chris
  + Short meetings were done over Skype and on campus to discuss work delegation and things that needed to be done.

Version control of project code/documents

* For version control we are working with Git and Github. Trello is being used to discuss and divide tasks amongst each other.

Quality of Product

Test results from QA

* Product runs quickly and easily when user input is exactly right.
* Game continues to run even when the second player selects a profile that doesn’t exist, while it checks for this for the first player. No data would be saved for player 2 because of this
* Collision detection works well. Users cannot pass through each other
* Aside from these and the lack of instructions the game runs perfectly.

Group Members’ Username

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