

Workload Distribution

Cameron Hill – 28%

Cameron worked on the majority of the client side. He did the early work on the prototypes, and developed the structure of the game code. He also designed most of the levels used in the final product, as well as the structure in which the level code was generated. He did not touch any of the socket code until the later stages when we were aiming more towards getting all of the desired functionality to work and ironing out the remaining bugs.

Taylor Hunt – 28%

Taylor led the charge from the server side. With Chris, he worked on figuring out the socket API, and got the communication up and running. He made Cameron's single player functionality adaptable to multiplayer, and communicated effectively the requirements that the client code needed to meet. Taylor also did a significant amount of work on the menus in the later stages, and did the initial work in making the screen size adaptable (later bug fixes were made by the rest of the team). It is fair to say that especially in the latter half of the project Taylor took on a management/leadership role in the group.

Chris Langham – 28%

Chris did a lot of the early research on getting the server side up and running. There were a few problems with the documentation, and figuring out how exactly to adapt the API to our project's needs, and Chris led this aspect of the design. Near the later stages, Chris became a good workhorse, in that he effectively worked out new updates that needed to be added.

Nick Lonsway – 16%

Nick was the new member to the group and faced considerable difficulty in becoming part of the team. He claimed some extraordinary circumstances which we will let him vouch for; however, given the benefit of the doubt, the code he did produce was often not of the highest quality. It often did not conform to the preset standards, and furthermore was not tested before being pushed. That said, because of the difficulties of adapting to a new group, we refer you to whatever he wrote in his individual evaluation, and are open to further discussion on this topic.