# 5Peer Feedback Form – For ST1507 DSAA Assignment Two (CA2)

Adm. No.: 2317933, 2317454 Name: Shaun Kwo Rui Yu, Loh Yip Khai Group no.: 5

The purpose of this peer feedback exercise is to gain insight in the performance and contribution of each member in the project group. The ratings given by your group members may give us an indication of your working attitude and contributions when working in a group.

You are required to give rating (from 1-5 points) based on the scale below for each member in your group (**Excluding yourself**). You are not allowed to give a null rating.

1----------------2---------------3-----------------4---------------5

Poor Average Good Very good Excellent

***Be positive and objective in giving your ratings to your group members. Your ratings will be kept confidential.***

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| **Student Admission No./ Name (→)**  (**In Student Admission No. sequence**)  **Criteria (¯):** | 2317933  Shaun Kwo Rui Yu | 2317454  Loh Yip Khai |
| Ensure work done to the best of his/her ability | 5 | 5 |
| Fulfill requirements, as assigned by the team leader or agreed by group | 5 | 5 |
| Adhere to deadlines | 5 | 5 |
| Attend meetings/discussions punctually | 5 | 5 |
| Contribute ideas and feedback to the group | 5 | 4 |
| Able to accept suggestions (to improve) | 4 | 5 |
| Diligent | 5 | 5 |
| Contribute to Report/Presentation | 5 | 5 |
| Has been a good group member/leader | 5 | 5 |
| Exhibit SP CORE Values (**S**elf discipline, **P**ersonal Integrity, **C**are & Concern, **O**penness, **R**esponsibility and **E**xcellence) | 5 | 5 |
| Total (5 points per item; max. 50 points) | 49 | 49 |

Briefly describe the work/tasks carried out by each member of the team (**including yourself**). You are only to mention the work/tasks carried out as related to the Group Component (e.g., you do not have to describe the work/tasks as carried out for individual components).

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| **Admission Number**  **Student Name** | **List of Tasks Participated** | **Contribution% to the Project**  (Contribution by all group members should sum up to 100%) |
| 2317933  Shaun Kwo Rui Yu, | **-Group Contribution**  In the initial phase of our Coffee Drone Delivery Program, I focused on establishing the foundational object-oriented programming (OOP) structure. The primary components and functionalities developed include:   * **City Map Creation:** I implemented the city map by defining a grid system composed of individual units, referred to as tiles. Each tile represents a segment of the city map, facilitating organized and scalable management of the delivery area. * **Drone Movement:** I designed and integrated two modes of drone movement to navigate from the start point to the end point:   + **Manual Movement:** This mode allows for user-controlled navigation of the drone, providing flexibility and direct interaction for pathfinding.   + **Automatic Movement:** This mode enables the drone to autonomously traverse the map, optimizing its route based on the shortest calculated path   **-Individual Contribution**  **Scenario System:**   * **Player Mode Activation:** By pressing the 'X' key, users enter Player Mode, where they are prompted to input their name. A new map is generated, and players can navigate through it. The system supports toggling between different maps. * **Map Toggle:** After completing a scenario, users can progress to the next map, which is generated dynamically. Users can toggle between available maps, allowing for varied scenario experience.   **Tracking and Recording System:**   * **Timer Display:**   A live timer displays the time taken for the user to complete the level from the start point to the end point.  The shortest time will be shown.  **Score Display:**  A live score counter which is the number of steps that the user takes to complete the different scenarios.  Best score is least number of steps   * **Record Keeping:** All records of the time taken by users, along with their names and the date, are formatted and stored in a text file stored in Folder of user’s Name for future reference. |  |
| 2317454  Loh Yip Khai | - Group Contribution   * Key Press Logic(Order which keys can be pressed ‘q’, ‘r’, ‘f’, ‘g’, ‘h’, ‘p’, ‘c’, ‘arrow keys’) * Logic when the ‘r’ key can be pressed * Key Delay(prevent spamming of the each key) * ‘h’ key- toggling the path on/off * ‘p’ key – pausing/unpausing the drone * ‘c’ key- removing the path after reaching the end, and end AutopilotMode * ‘r’ key- to reset the drone, and bring the drone back to the starting position   -Individual Contribution  Design Maps for Level System (2 Individual Features created for 2 separate maps)   1. Invisible Maze Map(night delivery scenario)  * Only show path in the direction of where the drone is looking at, if not path should be hidden at all times  1. Moving Obstacles Map(moving car)  * Drone should avoid the moving car while delivering coffee, else the drone will be sent back to the start |  |