**GROUP 1 Team Analysis - Space Game Final  
  
  
Harley Dickson**:

The production of Whale Wars! has not been without challenges, but I believe it has bought Group One into a far better understanding of everyone’s respective strengths, weaknesses, and coding styles. The process has shown where we needed to learn and where we needed help, while edifying the humility needed to ask for it from our teammates. Overall, I am very proud of what Group One was able to put together in these seemingly short three weeks, from the amazing examples of the ASCII art, background music integration, the entertaining dialog, and all the code needed to have it come together as well as it did. If this project is any indication of what success Group One has in store after the completion of our cohort, I believe that all of us will have a spectacularly bright future ahead.

**Chaze Stoner:**

Group 1 is proud to introduce Whale Wars! We have gone from nothing to something in a very short amount of time. Each team member brought a lot of creative energy to the table and learned a lot about the process of creating a project that is managed by several different people. We had a lot of challenges, but collectively we came together and produced a gem.

**Nate Guse:** The Space Game concept was very intriguing to our group in the beginning. I think it gave us an opportunity to let our imaginations run wild, which proved to be a lot of fun to some of us. The challenge came when we had to make our visions come together as one. We had to communicate constantly to deliver a product that we were all satisfied with. In the beginning GitHub was incredibly difficult to use. At one point we had erased almost our entire build. Luckily Will had saved a copy of the repository and we were able to switch to that. Over time we were able to master the subtle retardations of GitHub and were sure to communicate more effectively whenever we were pushing a commit. The creative aspect was by far the most enjoyable part of the project, but if it weren't for immeasurable amount of effort, put in from my team, I wouldn’t have been able to explore my imagination the way I got to with Whale Wars.

**Will Parker**: After many arduous hours of roadblocks, confusion, and exercises in communication, Whale Wars is finally complete. Out of the many different types of exercises across the MSSA program, these “figure it out” team exercises really help reinforce core concepts in programming that we will need to become (at the very least) competent in if we desire gainful employment at the conclusion of this course. Fortunately, Team 1 has done a fantastic job of sacrificing personal time and their own sanity to come together and make a truly unique product. The sheer amount of self-sacrifice, selflessness, and gratitude towards one another is an inspiring sight that I truly hope continues on, outside of military service and within software development teams. Each member of the team settled in their niche, enabling them to really delve deep into their interests and passions within the vast software development field. I am truly lucky to be surrounded by such dedicated and passionate individuals.

**Diego Marquez:**

We as a team have improved so much. The fact that we were able to create something like this is very accomplishing. Yes we have had our ups and downs but since day one on this project we all had the same mentality and vision. It runs and we added the changes that we said we would add plus more. I am super excited. We have all individually done our parts and surprisingly everything worked out as planned. Was very confusing and frustrating when we came across a problem because obviously all of us have somewhat of a different way of thinking but that is when we would talk it out and come to an agreement.The time that we spent after class in the library discussing changes and the other ways we could improve our code has really paid off. I am fortunate to be part of a team that is willing to teach and learn without any problems. I’m extremely proud of us!