**GROUP 1 Team Analysis - Space Game Interim  
  
  
Harley Dickson** (the one who can’t even spell his own name, aka Fartbelly, aka Captain Ahab….): Whale Wars has been an enlightening engineering experience that has brought Group One together in ways none of us could have imagined. The “sink or swim” philosophy behind this assignment has provided us with the opportunity to learn C# at a very accelerated rate, as well as other esoteric technologies such as Git. Working on this project has given me insight in the many ways programming teams can collaborate and has shown me the value of group dynamics in the development cycle.

**Chaze Stoner:**

It has been interesting to design a game with no background in the programming field. I think we have done a good job at laying out the tasks that need to be accomplished, and group members are using effective communication. We have each broken off into our own sections of the project and are constantly communicating what we think should change and how to implement something in a better way.

**Nate Guse:** A project like this can be a shock and a real pain for a novice team of student developers; it feels like this project was designed to do just that. By throwing us into a situation that we did not yet have the skill or experience to complete on our own, it forced us as a team to break the task down and delegate responsibility to each team member. We based our assigned responsibilities off of each others strengths. This strategy is why I feel our interim space game will prove to be more advanced than other groups. Although we are far from finished, the core of what we are trying to create is in our current build. It has been an overwhelming week but I couldn't be more proud of my group and I’m very excited to see what the finished product will look like.

**Will Parker**: Team 1 has done a good job at delegating tasks to efficiently build the functionality of our space game. Although it was difficult to envision what this game would look like from the start, it quickly came together as we fell into our niches and put fingers to keyboards. Ultimately, the frequent and quality communication between teammates have made this process much easier than most typical group projects, where social boundaries are commonly an obstacle, rather than an enabler. As we enter the last week of development for this project, Team 1 plans to implement some quality assurance controls, as well as any additional functionality we think will make the game better. I have learned a great deal of information in regards to writing a program from start to finish, and I think that throwing in the variable of team cooperation has made it much more difficult and sometimes, frustrating. I believe that communication and coordination are critical qualities to being a great software engineer, and by implementing these things early on will set us up for success in the long run.

**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. So far we are able to make it run, but we have quite a few changes coming up this week. I am super excited. We have all individually done our parts and surprisingly everything worked out as planned. 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.