

CSE 201 D
04/07/2025

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Group Participation Report (Iteration one)

For Iteration One of our group project we are starting on the fundamentals of our game "Full House," all team members contributed collaboratively to ensure the completion of the required components. Josh took the lead on creating the UML diagrams, using his strength in visual design and system planning. His work provided a solid foundation for the rest of the development process.

Once the UML diagrams were finalized, the rest of the team (Parth, Kyle, and Kengo) worked together to begin implementing the code. This involved creating our object classes based on the diagrams and incorporating them into the appropriate files. We ensured that our code followed the specified standards, including proper commenting, indentation, formatting, etc.

The workload was evenly distributed among the three of us as we developed the classes and added their contents. Throughout the process, we maintained open communication, regularly reviewing each other's contributions, providing constructive feedback, and making corrections as necessary. Overall, our collaboration allowed us to complete Iteration One efficiently and effectively.