

THE ORB

Team Report

Team Retrospective

Team Akbar got off to a good start by implementing strong lines of communication. Doing so made the forming and storming phases of our team quite easy. We were able to complete project deadlines and directives with feedback from each team member, apply feedback, and brainstorm ideas to guide our project execution and to align it with the directives and suggestions given in class. The initial design phase deadline was difficult for team members because we share several additional classes, which means we all have deadlines in those classes on the same day. This meant that we had to triage which assignments were critical to our class performance and order them as such. As the semester progressed, this was the biggest challenge in completing the project in a timely manner. Work commitments, family commitments, and other obligations meant that, at times, some team members were carrying the majority of the project while others struggled to commit the same amount of time as a result of other commitments; however, as game development continued, we were able to align our schedules better so that each group member was carrying a fair share of the load. Some changes occurred in how Team Akbar implemented the project; namely, each team member's code was supposed to be pushed to an individual branch, and merged to the master by the QA Lead. This method, however, relied on the QA Lead to be consistently accepting and merging branches into master, which started to delay the coding process if the QA Lead was not present during development. Bug reports were made on a verbal basis, and documented on a shared Google Document, which allowed for easier and quicker reporting of bugs and allowed two-way communication between team members to allow for a more streamlined process.

Team Member Contributions

Mathew Richards

Team Lead - Software Developer - Software Tester

Design Phase:

Mat worked heavily on the design implementation and the initial design write-up. His creative talent was critical when it came to designing the general story and layout of the project. Because of his dedication to the project layout, he assisted in developing the diagram representation of the project, which meant it was properly aligned with the direction and story of the project.

Implementation Phase:

Mat and Ricky took the lead on the core game programming and development. Mat wrote and implemented all of the NPC dialogue, wrote mini-game puzzles (such as the Combat Puzzle and Racing Puzzle), fixed bugs, and played through the game to ensure its stability. He also heavily assisted Ricky & Lorenzo with any issues that other team members were having during the implementation phase.

Ricky Bueckert

Design Lead - Software Developer - Software Tester

Design Phase:

Ricky was incredibly useful in the design phase as well. He worked with Mat to ensure the story made sense, was interesting, and met project deadlines. He also assisted in working on the design write-up, and gave general feedback in the implementation of the project.

Implementation Phase:

Mat and Ricky took the lead on the core game programming and development. Ricky developed the core game layout, classes and inheritances, game locations, loading and saving functions, and other key game functions. His incredible dedication to the project kept the team on track and his efforts were greatly appreciated.

Lorenzo Conrad

Quality Assurance Lead - Documentation Lead - Software Developer - Software Tester

Design Phase:

Lorenzo was present during the initial planning phases and offered objective advice where possible. In addition, he contributed significantly to the team report and assisted in the layout of the project and its direction. He also made the sequence diagram. He is excited to continue working on the project and anticipates to be most useful during the coding phase. Where his imagination is less colourful than other team members, his coding skills will be put to the test for the project, and he is excited for the challenge. Lorenzo also assisted on the write-up, and in adding to the document, ensured that the content aligned with expectations.

Implementation Phase:

As the documentation and quality assurance lead, Lorenzo began creating team documentation as soon as programming began. He was responsible for creating the Doxygen documentation, team report updates, design document updates, and assisted in coding game functions when other team members were busy coding other aspects of the project. Lorenzo worked heavily with Mat and Ricky to ensure that the documentation was accurate and correct, and assisted in several of the group requirements.

Special thanks

L. Nicole Wilson - For helping us with Doxygen and ensuring our game was being developed to the standards required by the instructor.

Steven Deutekom - Despite having his own courseload and CPSC 2720 course project to work on, Steve was indispensable in providing Team Akbar assistance, countless times, when all of the group members were “stumped” on problems.