

CS1006 Royal Game of Ur Project Individual Report

For this practical my partners were good. However I did have a problem with one of them. George, while a great programmer and ambitious worker, took over the project a bit. At the start of the project we had a meeting decided the exact parts we wanted to do. I was going to work on the game logic and George would try to work on the GUI, I was preoccupied with other work but was intending on working on my parts with plenty of time before we said we would have that part implemented then George would say that he worked on my part, then another 2 days later the base game was finished. It isn't a bad thing but because of George's over ambitiousness I couldn't do much work. Lyall was a very good partner who worked on the parts he was supposed to (mainly the AI). Owen was unfortunately sick for most of the development and so could not help as much as the others but I think consider his condition and George doing most of the implementation I believe Owen contributed enough.

I ended up only getting to commentated all of George's code and general readability as well as testing and identifying bugs, Lyall did most of the AI implementation and George did basically everything else. Overall my partners were good but George took over the project and while was pleasant it was frustrating for me.