Describe how your team integrated code from the team members. Which Integration Strategy do you think your team used? Explain why. (250-350 words – 5%)

Integration is defined as the process of linking together different computing systems and software applications physically or functionally, to act as a coordinated whole. Our team used a process similar to all-at-once integration. This of course means that every person tested their code and then integrated it into the code base afterwards. Then, after all the pieces were individually tested the team's files were all consolidated into a final project. The only variation we had from the all-at-once testing is that our team followed continuous deployment of changes to the game to make sure that we were as efficient as possible. The strength of this approach is that our team was able to continuously implement changes to the game. One of the weaknesses of this approach is the fact that two team members could be working on the same features at the same time. Furthermore, this approach of continuous integration/deployment could lead to faults down the road that were missed in the earlier stages of development. For example, since we did not have rigorous testing precautions in our earlier stages of development, we missed a fault within our game dealing with falling off platforms correctly. Due to this error, it caused our deployment of the final game to be delayed. If we followed a strict all-at-once approach we most likely would've caught the fault earlier. In conclusion, our team followed a variation of the all-at-once integration method but deviated from the method slightly to account for continuous integration of new features.