Reflective Evaluation

## Attendance, Punctuality & Participation at Group Meetings

### Jamie Cooper 5/5

I regularly attended all of the group’s meetings on time. I feel that I participated regularly during meetings, contributing several ideas especially in early conceptual stages of development. The main idea I brought forward was to include audio as one of our additional features, and it was implemented in the forms of background audio and sound effects.

### Nicholas Athanasopoulos 5/5

Nick was always on time to every meeting the group had. He was a key participator in the project’s development. His main task was to complete the scene’s texturing and lighting, and so every meeting he contributed regular updates pertaining to his progress. His idea to include a rotating directional light and parallax mapping improved the look and feel of our game.

**Ryan Coughlan 5/5**Ryan’s attendance at the group meetings was also more than satisfactory. Throughout development and at each team meeting, he was always heavily involved in the project. His ideas transformed the project from a lighting demonstration to a game, and so his ideas contributed in a large way to the project’s ultimate success.

**Samuel Hirst 5/5**

Usually, Sam was the one who organised each group meeting and he was usually the first to arrive. This shows a keen devotion to the project. His idea to implement a resource manager improved the game’s efficiency, proving critical in later stages of development when the project’s start-up time became a factor.

## Production of Ideas and Suggestions

**Jamie Cooper 5/5**

I think my contribution in this regard was reasonably good. I suggested the game include audio as an additional feature, and I took it upon myself to implement this. Early in development, I also set and positioned the main camera. When it came to group management, I decided that the four team members should each take one of the four initial tasks in the Lab 10 handout for starting the coursework. From that point, I assumed more of a supporting role than a leading role however. When it came to solving problems, I was able to get my audio component working by finding and adapting all of the various libraries that needed included such as DXUT. I also created our own collision sound effect and recorded it for use in the game.

**Nicholas Athanasopoulos 5/5**

Nick was very good at contributing ideas and solving problems. He focused on lighting and texturing the scene and he proved that his knowledge of FX Composer was to a high enough standard to get the job done. He managed the group’s effects competently and regularly demonstrated his progress. The main issues he encountered were concerning the rotation of the light and the imported models remaining black, which he fixed by altering the values of his effects until they reached a point all of the team members agreed looked acceptable. He later included parallax mapping, giving the game a more refined and polished look.

**Ryan Coughlan 5/5**

Ryan was instrumental in solving problems throughout development. His knowledge of C++ enabled him to transform the project from a lighting demo into a simple game. He was able to come up with ideas for implementing most of the features necessary to do this, such as adding a player component, keyboard input, collision detection and so on. The level generator he wrote made it easy to make changes to the maze in our scene. Any issues he encountered were usually fixed quickly by him, such as the input and movement of the player. These were more along the lines of refinements than problems, but they were continually worked on until they were a high standard.

**Samuel Hirst 5/5**

Sam was excellent at identifying potential problems and providing solutions. He focused on building cubes to construct our level, and later managing resources and importing models. In addition to all of this, he was the one who co-ordinated the group’s meetings and tasks during these meetings. He acted during this time as an effective group leader. His resource manager allowed for more efficient handling of game objects as each file only had to be imported once. The main issue with Sam’s resource manager was concerning integrating the FBX SDK, but he was quickly able to rectify any issues and successfully load models.

## Performance of Designated Tasks Jamie Cooper 5/5

During meetings, I was assigned to implement the main camera and later, the audio component. I feel like I completed both of these tasks to a high standard as well as completing them before the final deadline for the project. My tasks were mostly not delayed by their difficulty, apart from minor typos such as == over =, but they were delayed slightly by the amount of time I spent at my weekend job, particularly as the holidays approached. While this meant I was not always available to help test other functions that were being developed over the weekend, it did mean that to make up for it, I implemented audio alone with final tweaks provided by the rest of the team. The only significant difficulty with implementing the audio was finding and adapting each of the includes and libraries needed for audio. Overall, my performance was satisfactory.

**Nicholas Athanasopoulos 5/5**

Early in the process, Nick was assigned to lighting the scene. Nick managed to effectively implement the lights fairly quickly, and before the deadline he was able to tweak them until he had created a rotating directional light. This light went through a few iterations until everyone on the team was happy with it. Parallax mapping was implemented before the deadline by Nick as well. The main difficulty Nick encountered involved the rotating light not working, leaving the whole scene black. He eventually overcame this by finding the right sets of values to render the cubes and the cups. Thankfully, this did not slow development for the rest of the team, ensuring that Nick’s performance remains at a good standard.

**Ryan Coughlan 5/5**

When Ryan suggested changing the project to be a full game, his assignments involved implementing the associated functionality, such as inputs, collisions, etc. Ryan performed all of these tasks to a very good standard, and by the deadline he had demonstrated an effective set of components to accomplish basic gameplay. Ryan’s main difficulties were linking his various different components through pointers and having a large amount of functionality contained in GameApplication. While each component was eventually linked and operational, the functionality remains in GameApplication. This does not stop the program from running, but is a less elegant solution when more components could be implemented. Despite this, Ryan’s contributions to the project were definitely excellent and varied.

**Samuel Hirst 5/5**

Sam’s first assignment was the Cube Visual Component, which eventually ended up incorporating the resource manager for each cube in the scene. The resource manager also included the model loader, making Sam’s contributions essential to the final project. Sam managed to choose appropriate models and implement them all before the deadline, although the resource manager did have its share of difficulties. There were a variety of linker errors and iterator breaks associated with the resource manager and the FBX SDK, but Sam managed to solve these by finding all of the includes necessary. The iterator break was solved by setting the iterator to NULL rather than deleting the materials and visual components, meaning that our game could be closed without breaking. The usage of the resource manager dramatically increased efficiency, so Sam should be commended for his contributions.

Share of Workload & Overall Contribution to the Project  
  
**Jamie Cooper 5/5**

In conclusion, I felt I was an effective member of the team. I took my tasks without objection and completed them to a decent standard, allowing me to operate as a supporting member of the team whenever there was a collective problem during group meetings. The main camera and audio were adequately completed; I attended all meetings and completed my work before the deadline. All of this contributes to my decently-sized role in the project’s completion.

**Nicholas Athanasopoulos 5/5**

To sum up Nick’s role in the team, he was a very good team performer. He took it upon himself to light the scene and eventually completed his tasks. He always ensured he had the full group’s support before declaring any lighting work finished, showing that he appreciated input from other group members. He was at every meeting and was diligent in finishing all of his work.

**Ryan Coughlan 5/5**

Ryan was a key member of the team throughout the project. His ideas transformed the scope of the project from a lighting demo into a small game, and he was always able to diagnose and fix problems he encountered. He also provided small fixes and tweaks to everyone else’s code, meaning that he was indispensable as a team member.

**Samuel Hirst 5/5**

Finally, Sam was also a valuable member of the team, as well as an effective team leader. His use of a resource manager improved the game’s efficiency and reduced the start-up time, meaning the rest of the team could be slightly more ambitious with their components. Sam also organised the group’s meetings and attended every single one, showing his leadership skills. His contributions were key to the game’s final success.