

Team Report

TEAM RETROSPECTIVE

In this teams opinion, We are the best team that has ever existed (this is not a joke!). We performed fantastically in every aspect of this phase. We worked very hard to create the best product we could with our present knowledge. We communicated well. We met 3 times a week to make sure we would have enough time to complete the required pieces of the project. We discussed each part of the design, from game setup and content, to program design and elements. If there was anything we didn't do well it was probably that we were too humble. We will a confident and hardworking team endeavor to better ourselves in the next phase (though it will be quite a feat if we manage it).

In all seriousness we did work very hard on this phase of the project. As a team we were worked well together and had fun. We look forward to the next phase implementing our ideas and seeing if they turn out how we want.

NOTE: During this phase a lot of the work was just typing things into the computer. Most days we used Steve's account so our project commits are heavily skewed in his favor. This does not reflect the amount of work that Max did on the project thus far.

TEAM MEMBER CONTRIBUTIONS

Steven Deutekom

For this phase of the project I contributed to all aspects. Brainstorming the game elements. I took lots of notes during these session. I helped to write the story and come up with game ideas. I worked a lot on the UML diagrams to visually represent the program design we came up with. I pushed as much as possible to make myself look good (eat my dust Max). I participated in putting together the project and team reports. I did my best to make sure that the documentation was readable. I sought out advice from teachers to better understand and use the design principles from class, and tried to incorporate them into our project design.

Max Niu

As the better member in the team (just flexing on Steven), I also contributed to all aspect. I assured the quality on all element that is in this report, I constructed the main story line and the script of this game. I contributed to all the idea of in game items and the in game user interface, I also help develop the framework of our UML diagrams, but most of my work went into behind the scene such as schedule meeting and distributing work loads, and in the end we archived great success. I used all advice I have received from class on software design which is extremely helpful in the project, I believe our design diagram and report reflect we have good understanding on advanced design pattern.