

Things I've Done:

Team Role: Scrum Master

- Primary duties have been roughly half “herding cats” and half web development. Scheduling and planning various meetings, keeping these meetings and group members on track, and also doing a lot of the coding for the website.
- I contributed about half of the use-case ideas and most of the tasks that we turned in on the requirements specification assignment, but as development progressed our initial idea shifted significantly, so that effort has not had as big of a positive impact as expected.
- On the coding side, Ed was instrumental in getting a good starting point for the website, and I still have no idea how he actually put something that looks this good together. Since then, I've contributed most of the new website code, to include REST calls and database design and integration, and Lily has done almost all of the coding on the game development side of things.
- For the sprint 0 presentation, Christian and me each contributed roughly half to the slides and the script, and Lily did some good editing on the backend. However, the sprint 1 presentation was almost entirely put together by Christian (and went really well).
- For the various other smaller assignments, I also collect everyone's input and then prettify the result before turning it in
- Prior to this project I had precisely zero experience in either next.js (the web framework we decided to use) or Unity (what we're using to develop the game). So in the interest of not being useless, I've spent dozens of hours going through tutorials for each of these tech stacks.