## Things I've Done:

## Team Role: Scrum Master

- Primary duties have revolved around "herding cats". Scheduling and planning meetings and
- keeping the team moving forward to complete the next assignments.
- The entire team contributed to the initial project idea, I additionally tried (probably somewhat unsuccessfully) to drill down the initial plan into a more concrete idea.
- I setup the initial development environment.
- I'm primarily responsible for writing, arranging/organizing, and prettyfing the assignments that we have turned in so far.
- As the scrum master, I facilitated the poker session. I also scheduled and facilitated all other meetings, but this was the one that involved the most hands-on activity.
- Along with one other person on the team, I was largely responsible for creating the user stories and task list.
- I keep on top of assignment due dates and ensure that we're completing and turning in the assignments, as well as making sure that the team is looking ahead to what's next.

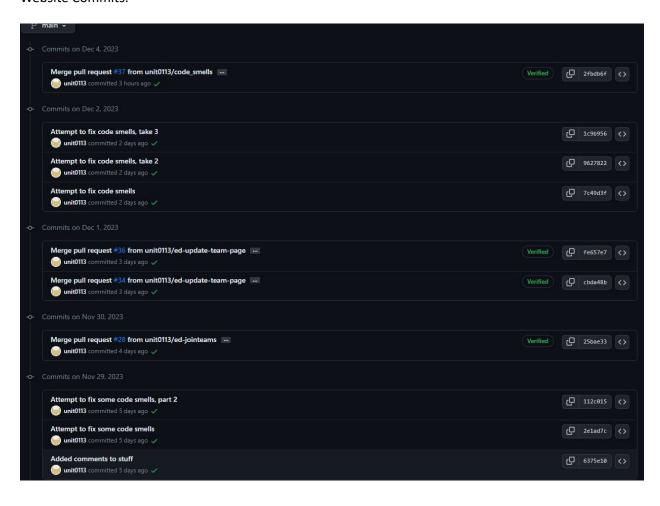
# Things accomplished since last contribution report:

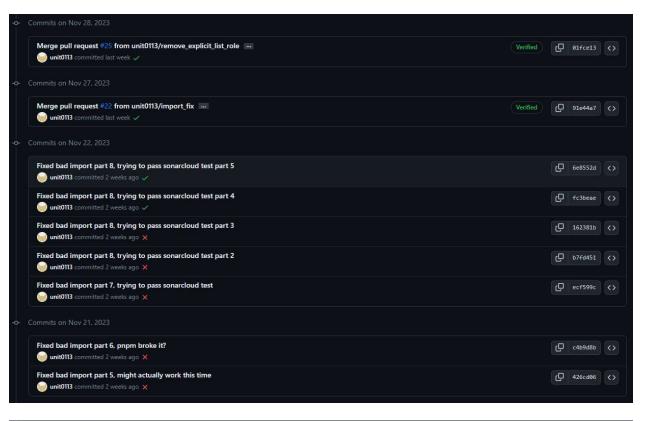
- I built all the website pages that had to do with account management, as well as an interactive menu to help navigate these features.
- I wrote the various API calls for the website along with the functionality involved in calling them. I just want to say that this was far more painful than anticipated.
- Designed and implemented the database and database schemas.
- I built a splash scene, credits scene, title scene, and main menu scene. Though these assets were eventually discarded due to some git issues that the lead game dev was having.
- Prior to the second sprint, I was the primary person who put together and edited the various
  assignments that we had to turn in. Thankfully Christian did some great work during the second
  sprint and really stepped up when it came to putting the assignments together. Because of this I
  was able to shift into more of an editor role, ensuring that we get another set of eyes on
  everything.
- Ed and I split Sonarcloud bug and code smells squashing duties relatively equally. (Edit after looking at github insights: it looks like Chrisitan assisted in this a lot more than I had thought.
   Based on the dates, Ed and I did most of the bug squashing, but Christian did some good work on the code smells.)

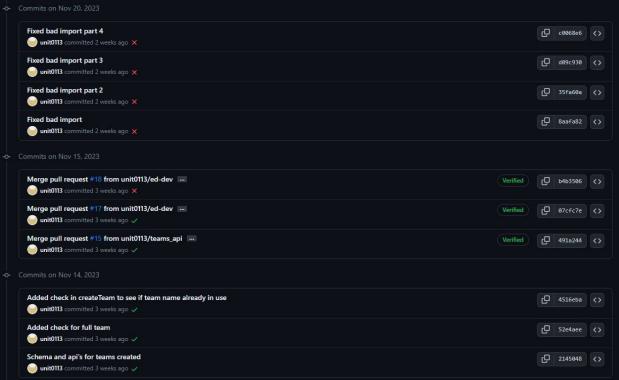
#### Overall thoughts:

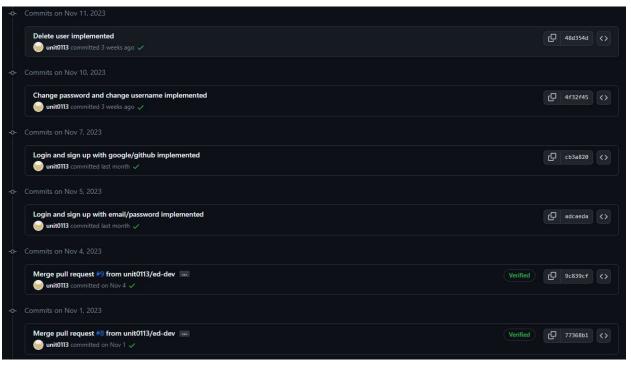
Admittedly we were overly ambitious in our goals, but I'm honestly pretty happy with how things turned out. We certainly didn't get as much completed as we had hoped, but we worked well as a team, and I definitely got a lot out of the experience.

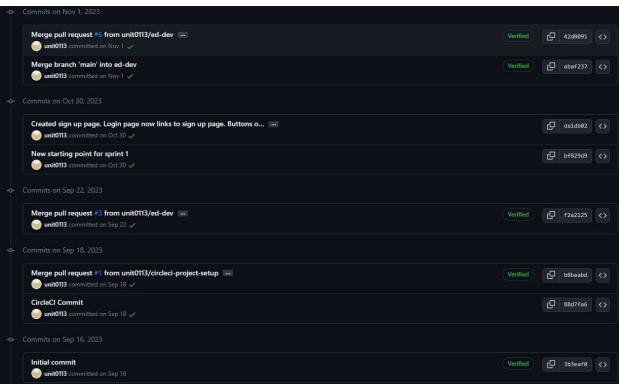
## Website Commits:











# Game Commits:

