**Aaron**

Aaron was a key part in the architecture, design and programming of our system. He and Jakub did the architectural design of the system and did most of the programming of the back end of the program. He had the role of deputy project manager and performed this very well he helped other in the team when they needed and was very good at helping when it came to problems with intilliJ. He wrote a good majority of the back end code of the game and was a critical member in getting the game to a working playable state. He performed all tasks asked of him on time and to a high standard and was present to all group meetings.

An improvement Aaron could make would be to comment his code with more useful comments so others working on the same code can better understand his thinking. Overall Aaron was very hard working and a very valuable member of the team, the project would not have been completed without him.

Aaron agreed with all that was said here.

**Jakub**

Jakub was a hard worker and provided a lot to the team. He helped Aaron with the architecture design and programmed a lot of the chance cards and. He attended most of the group meetings apart from when he had legitimate reasons. He completed all tasks that were assigned to him to a good standard.

Jakub could improve by being more vocal, we wouldn’t hear about problems he has with work until we asked him being more vocal would allow him to work better in the team and be able to get more out of his abilities. Overall Jakub was a solid member of the team completing all tasks asked of him and provided some good ideas to the design of the program.

Jakub agreed with all that was said here.

**Will**

Will was the Quality Assurance manager in the team. He performed very well as the QA manager made sure all documents, code and java doc we submitted had the correct QA standards. Will performed all of our tests during the implementation week and found many bugs and is a large part of why the program runs with a small amount of bugs. He also wrote all of the Java doc for every method in the program.

Will could improve his value to the team by spending more time learning Junit tests and programming as while he was great value in testing and the documentation he didn’t provide anything to the program. Overall Will was a very useful member of the team and was a very good QA manager making sure our documents and code were up to a good standard.

Will agreed with all that was said here.

**Josh**

Josh was a big part in how the UI looks, he wrote a large amount of the UI document and helped design how the UI would look and how information would be displayed to the user. He also provided toward the design document and produced our sequence diagram. Josh was a helpful member of team for doing odd jobs that needed doing throughout the programming and design stages, he was always happy to do a lot of the small tasks for example the help menu. During the implementation week he wrote Junit tests, helped make the help menu, and did the JavaFX for the aesthetics of the start screen.

Josh could improve by having better focus on the task he is working on at that moment. He would tend to get distracted by others work and want to help them instead of doing his own. Whilst the help he gave others was good and useful it would often mean the tasks he was doing would take longer than they needed. Overall Josh was a valued member of the team providing some useful ideas.

Josh agreed with everything that was said here.

**Dean**

Dean provided towards the testing document and the maintenance document. He was present to most group meetings before the implementation week and provided good ideas during it. He created a fair amount of the system tests.

His attendance during the implementation week was poor and for the first half of week had not managed to get intelliJ working and did not ask for help. He did work on the maintenance document during this week but provided nothing toward the code or Junit tests. When he did attended he spent a lot of time on his phone and we as a group would sometimes forget he was a part of the team. Overall Dean when he was present and working he was a useful member of the team.

Dean agreed with everything that was said here.

**Liam**

Liam was a large part of how the final game looks over all. He made most of the images for the game which were used to make the game look good. He provided some tests to the testing document. In the week before the Easter break he was awarded a yellow card because he hadn’t done the Junit tests he was assigned to do for a few weeks. However he earned this off after the Easter break when he had completed the Junit tests and had created the main game board image. During the implementation week he continued to write Junit tests and create images to make the game look aesthetically pleasing.

Liam could improve by practicing coding more to as he didn’t provide anything to the coding of the final program. Overall Liam was a useful member of the group coming up with ideas on how things should look and creating images to make them look good but did not provide much towards the technical side of the assignment.

Liam agreed with everything that was said here.

**Adam – Written by Aaron (deputy project manager)**

Adam was the main group leader for this project. He did an excellent job of managing the team efficiently, and always took into consideration the needs and availability of the team. He took into consideration the skills of each member of the team, and assigned each member tasks that they in particular would excel at. In addition, Adam took a key role with the GUI side of the development, and worked well collaborating with the back-end team to ensure that both systems are compatible with each other, as well as communicating with the other member of the GUI Team. He put a lot of work into the GUI, and produced a functional GUI as a result.

An Improvement Adam could make is trying to make his code reusable, which is especially useful when working with GUI tools, as some of his code is recurring boilerplate code.

Adam agrees with everything that Aaron said here.