

# Team Report: implementation phase

## TEAM RETROSPECTIVE

The team did well communicating during this phase of the project. Times were established for meetings early on in the implementation phase. After each meeting a new meeting time was established. Doing this both kept our team organized and on track for this phase of the project. Meetings were done on discord to allow us to screen share and talk about the code and problems we were running into. Although not every member could attend every meeting due to various scheduling challenges, information was also passed on through discord and Microsoft Teams. If we were to do anything different we would improve on the execution of our implementation. We feel we could have thought of better ways to implement our code in some methods. All team members participated an equal amount of work during this phase.

## TEAM MEMBER CONTRIBUTIONS

### <Brett Wells>

Worked primarily on the Game, input, and output classes. Also helped implement some new ideas into the Room class. Worked with Josh to change around the functionality of the room class. Wrote some of the story/output messages for the game. Changed around the functionality of the Game class.

### <Zane Wigley>

Worked primarily on the implementation of the Item and Inventory classes. Did the storyboard/output messages for the game, working with Brett to implement them into them into the Game class.

### <Joshua Carruthers>

Worked primarily on the implementation of the Environment and room classes. Worked with Brett to change the functionality of the room class. Created the makefile and the initial .h files for the classes. Built lots of the test coverage.

### <Zach Kraus>

Worked primarily on the Character, Npc, Player, and PuzzleGame classes. Did the write up for the Team report, Project report and User manual.