

Team Report

TEAM RETROSPECTIVE

The team did well communicating during this phase of the project. Times were established for meetings early on in the design phase. Planning also was done well as the team met on discord to knock out a majority of the design in one meeting. One of the team members was a bit late for the meeting, causing a small issue in execution. For the next phase we won't do any major changes, just improve on the execution of our planning. All team members participated an equal amount of work during this phase. This will be maintained into the next phase.

TEAM MEMBER CONTRIBUTIONS

<Brett Wells>

Drew up the original ideas and loose framework for our game. Shared his screen and created the Dia UML diagram. Worked with the rest of the group in coming up with ideas and technical design of the text adventure game.

<Zane Wigley>

Worked with the rest of the group in coming up with story ideas and technical design of the text adventure game. Created the google doc for the report. Created storyboard for the project. Worked on the Design report.

<Joshua Carruthers>

Worked with the rest of the group in coming up with ideas and technical design of the text adventure game. Had a strong presence in the technical design and framework of the game. Worked on the Design report.

<Zach Kraus>

Worked with the rest of the group in coming up with ideas and technical design of the text adventure game. Wrote the team report for this phase of the project. Had a strong presence on the Design report.