

M.U.D.

Yousaf, Graden, Luis, Nate, and Samuel.



Overall Experience:

- Our group definitely should have communicated much better. It was a bit unclear where people were at in the project due to everyone working at different stages on different branches. People were hesitant to work on certain aspects of the project because they weren't sure who was working on which part.

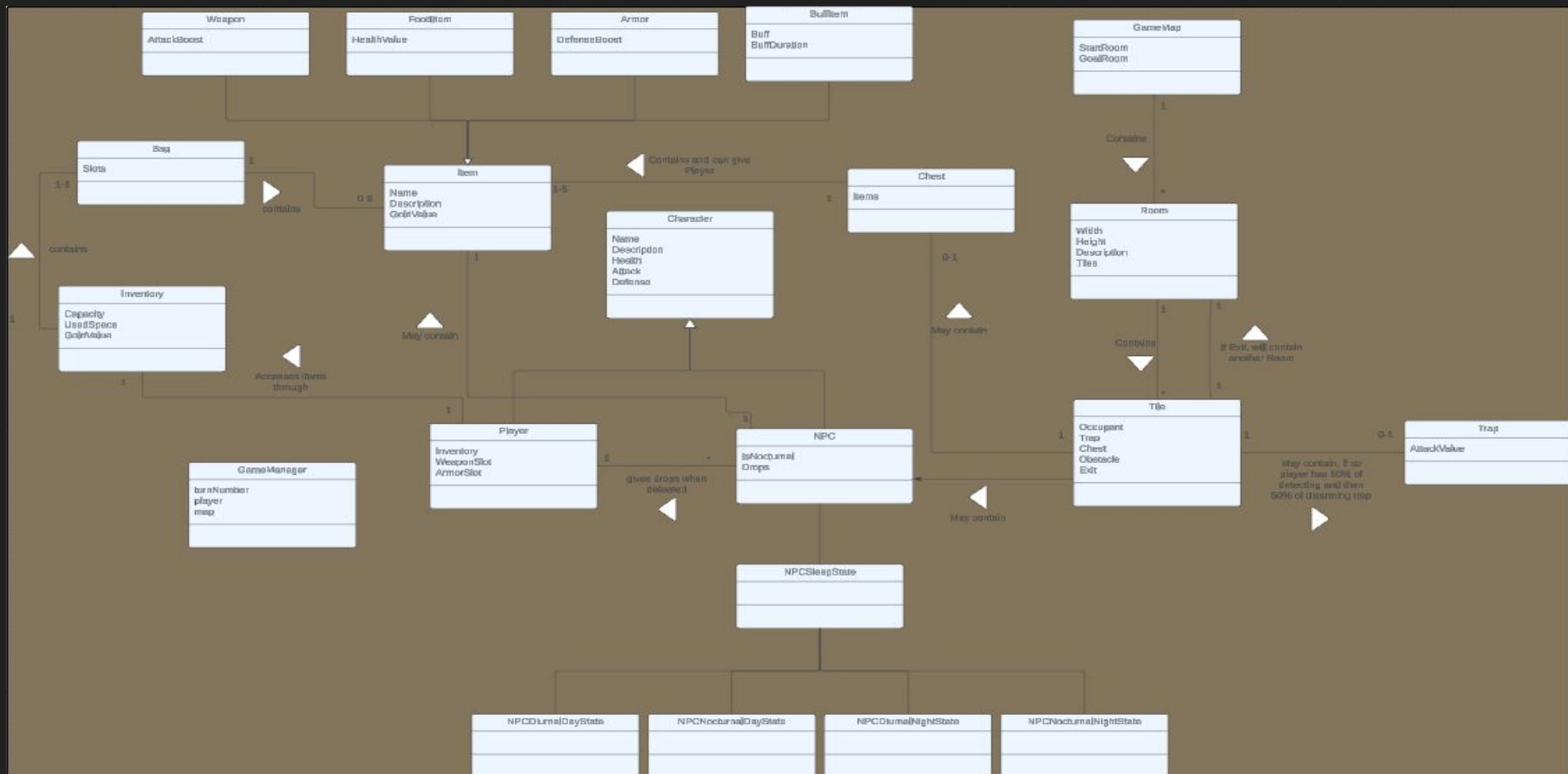
What Went Well:

- **At the start, the team was actively attending meetings**
- **Conducted a consensus design**
- **Smoothly implemented the base classes and initial design**
- **Test classes were created easily based on the initial classes.**

Rough Spots:

- **Communication and assigning responsibilities**
- **Difficult to follow where everyone is at in the project**
- **Little planning**

Updated Design:



Status of the Implementation:

- **Most of the backend is complete**
- **Menus that store Menu Options that the user can select between**
- **Start menu finalized but actual game not yet implemented**
- **Currently working on making a system that will create a Menu for each tile**

Reflection and Lessons Learned:

- **We need to work on consistent communication and meetings**
- **In the future, we will use proper planning, Trello, and action plan for issues that arise.**

Demo:

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