INDIVIDUAL/TEAM CONTRIBUTIONS:

You need to provide a breakdown of who did what for the specification, design, sprints, etc. that is outlined in:

http://www.engr.uconn.edu/~steve/Cse4701/cse4701indivandteamcontrib.pdf

1. **Summary Report**: A report that addresses the three questions:
   - What did you/your team accomplish in this course this semester?
   - What have you/your team learned through your accomplishments listed in response to the previous question?
   - If you/your team had to do the whole project again, what would you do differently or change? Include both the successes (what has gone right so far) and failure (problems).

2. **Rundown of Who Did what on all Parts of the Project for the semester**: Every student must be present his/her own work for every major milestone over the course of the semester. Each student must be able to competently and precisely elaborate on the details of their responsibility for the project.

3. The entire team must prepare and maintain a **team summary spreadsheet** that tracks their individual contributions over the course of the semester for all project deliverables. The statistics and information that is required for the Individual Assessment, as posted on the course web page, should be very helpful in organizing this summary spreadsheet.

TEAM SELF ASSESSMENT Page 6 provides a sample self-assessment.

http://www.engr.uconn.edu/~steve/Cse4939W/SelfAssessment.pdf
Sample Individual Team Contribution Report:

1. Report that Addresses three Questions:
   What did you/your team accomplish in this course this semester?

   **Member1** This semester I spent most of my time trying to figure out xcode and how to program in objective C and use box2D. While trying to get a grasp on how objective C works I added in the main menu options to change the song that plays when you start the game and an option to change the in-game volume. I also came up with the algorithms to change the music and transition from song to song smoothly as the player moves through the environment. I was able to successfully implement this with Member2’s help. I thought up a simple algorithm for the zombies spawning over time which progressed into the waves of zombies that spawn after a certain amount of time with different items spawning with each wave. I was involved in implementing most of the wave feature and then it has since evolved greatly and now most of our group has helped with it in some way.

   **Member2** As a team we got many of our features implemented and are happy with the game we completed, although it is far from our initial goal. As the only team member with Objective-C and iOS experience I got the most features implemented. I researched, designed and implemented the terrain generation system, as well as the seed system and whitaker climate system. I also implemented the region and world system and the way in which the regions were connected through gates. I also implemented the data service aspect of the application and wrote all of the data access layer. I also rewrote the project in MVC and wrote all the base models, views and controllers. I wrote these for objects on the ground, items on the ground and entities that walk around. I also wrote the factory methods that read skeleton files.

   **Member3** Over the course of this semester, I continued learning how Xcode and Objective-C work, since I have not used either of these extensively in the past. I focused on creating the zombie and all of its sub-components: creation, intelligence, and motion. It took a large amount of experimentation and trial-and-error to create a zombie that moves in a somewhat realistic manner and is neither too easy nor too difficult of an enemy. We also conducted external research to determine how zombies should behave when they experience different climates, such as getting stuck in swamps, freezing in tundras, and speeding up in the desert.

   What have you/your team learned through your accomplishments listed in response to the previous question?

   **Member1** I have learned that it is extremely difficult when you are trying to work on a project when you do not fully understand the tools that you are working with. It took a lot of research and communication with my team members in order to do much with our project. I have a much more comprehensive understanding of objective C now and I am confident in my coding in this language. I have also learned through our project that making a game that is marketable that people will want to play is extremely difficult and would take a lot more resources and time than we had available to us.
**Member2** I learned a lot about game design and overall engine design as did our entire team. We had never attempted to create such a complex game and we had a very ambitious design. Our first demos were us trying to get things on the screen and once we understood how the underlying systems worked we did research and re implemented the game with a new paradigm that would allow us the freedom to actually implement all of the features we wanted. This taught me valuable lessons about good design, design patterns and even good UML documents, all which were paramount to our success.

**Member3** I learned truly how much time and effort goes into creating a game. Working full-time, I was not able to contribute as much as I would have liked to the team, especially since Objective-C and Xcode are new to me. I definitely learned to appreciate some of the design documents that I had learned about and used in the last four years, since these are crucial to successfully working in a team. I also learned how difficult it is to work asynchronously on this project, since one person’s changes may completely break another set of changes.

**If you/your team had to do the whole project again, what would you do differently or change? Include both the successes (what has gone right so far) and failure (problems).**

**Member1** If I had to change anything about the project I would have spent less time worrying about the overall project and focused on the parts that we were working on for each prototype. We definitely should have spent more time working in the lab as a full group all at once because when we did as a team we got a lot of work done but when we worked on it separately very little work got done. We definitely had much bigger goals than it was possible to accomplish so we should have had a narrower view with more realistic goals going into the project. If we had to do the whole project over again we should have definitely spent more time on getting game functionality to work but we would have had a lot more problems in the code.

**Member2** The big issue was that everyone had other commitments and few of us had Apple computers so the only time those members could work on the project was at the lab. This created a huge issue where they would have to dedicate huge chunks of time instead of small pick up and go chunks like we were used to. Many members also had no Objective C experience and did not spend their free time learning the language and only learned it during the lab time, making it less productive for all.

**Member3** I would be sure to commit more time to the project if I were to do it again. I think that our group worked well as a team, but could have done much better. It was difficult to get started with Git, but we got used to it as the semester progressed. I worked with the team to get others up-to-speed on Git, and those more skilled with Objective-C

2. Rundown of Who Did what on all Parts of the Project for the semester

3. Team Summary Spreadsheet
Note: A, B, C, D, E and F are the respective parts of your project for the semester – you might have more or less.

SAMPLE SELF ASSESSEMT of Member1

1. Names: Member1 | Member2 | Member3
   A 20% | 20% | 10%
   B 25% | 10% | 15%
   C 15% | 20% | 20%
   D 20% | 15% | 20%
   E 20% | 20% | 20%
   F 90% | 10% | 0%

I solely wrote the final report for this semester and the user manual but I took feedback from Member2.

2. a. I was primarily responsible for the music transitioning, main menu options, the wave algorithm and implementation, and the biome notification system.
   b. I was secondarily responsible for the zombie model, and the spawning of items and monsters.
   c. I would say that I contributed about 15% of the code to the project and about 25% to the documentation

3. Names: Member1 | Member2 | Member3
   A 90 | 75 | 85
   B 80 | 80 | 80
   C 80 | 80 | 85
   D 75 | 75 | 80
   E 90 | 90 | 90
   F 100 | 80 | 0
   Prototyping 80 | 75 | 90
   Code 75 | 70 | 85
   Testing 90 | 80 | 80

4. I would grade our project as 85 out of 100.

5. I think that over the two semester course we worked well together and really pulled through when it mattered most. I honestly did not contribute to the code as much as I wanted to but I honestly feel that I contributed just as much actual code as Member2 and Member3. I wanted to do much more but it took me a while to fully understand objective C and how to code in xCode.