CSCI 265 Contributions Assessments for project phase 1

Assessor name: David Naughtdave

Team name: We Be Daves

Confidentiality:

The scores and assessments you provide are confidential between you and your instructor, and will never be shared with other students without your explicit approval in advance. Team members will be shown the cumulative scores (but not comments) across the team so they are aware of how the team as a whole perceives their contribution. For more details see the discussion at the individual contribution assessment page.

Team members and contribution point scores

Based on the contributions made by each team member for the just-completed phase, assign each member of your team (yourself included) an integer score (no fractions), with 29 total points allocated across the team. (Be sure to give the full name of each team member.)

- Dave Narealdave, 9 points
- David Naughtdave, 5 points
- Davey Fakedave, 7 points
- Duhyve Reeldave, 8 points

(total 29 points)

Assessment justifications

(Note: all team members were involved in the idea generation/debate for the team project, but in the discussions below I've highlighted who took on greater loads beyond that.)

- Dave Narealdave: There was substantial organizational setup work in this first phase as well as preparations for our first team presentation, Dave took on the lion's share of the work in both these areas.
- David Naughtdave: This phase focused heavily on the project organization and documentation plus preliminary thoughts on the actual product nature and features, whereas David's primary role will come later in development. David did help Dave with organization and Davey with the maps/screens, but his contribution for this phase was understandably lighter than will be the case later in the term.
- Davey Fakedave: Davey helped Duhyve work out details of the game puzzles, concepts, and mechanics, and put together the maps/menus used in the proposal and presentation.
- Duhyve Reeldave: Duhyve was the leading team contributor/idea person behind many of the key game concepts and mechanics, and laid out much of the text in the proposal, and acted as a sounding board for Davey's design of the map and menus.

Additional comments/concerns

No concerns at this point (other than the stated team fear that we may be getting in over our heads with the multiplayer aspects).