Project 1: Board Game Modification

Project Completion Reflection:

I personally believe that the project was quite successful. What worked really well for us as a team were collaborative Google Docs, constant communication through Slack and getting together out of class hours to continue to work through the project to ensure we met all the deliverables. We constantly bounced ideas off each other, updated each other regarding progress in the Slack Channel, notified each other if we weren't going to be in class etc.

Our feedback process with our playtesters was quite seamless, having the survey as a Google Form made collecting all the necessary data very simple. This helped tremendously with my individual post-testing response. (Example below).

One of the biggest obstacles for me personally, I suppose it could be considered a group challenge, was having a member of our team not work with us collaboratively or engage in any of the group work. This meant that we had to fulfill their portion of the group aspects surrounding their modification, and in turn gave us more work to complete. I had tried to get this particular member to engage with us, unfortunately my attempts were unsuccessful. In future I would propose our team get together and speak with the student as a whole team, instead of individuals, so they are aware how they are impacting us as a collective and how we can rectify that together should they be struggling with anything.

In future I would also implement a collaborative Check-list for the team as a whole, that would have a clear list for each member to check off once they had completed their contribution to that particular section of the Project. This would make our communication a lot easier, and we'd all be able to see who may be falling behind and need help, and who is perhaps available to assist.

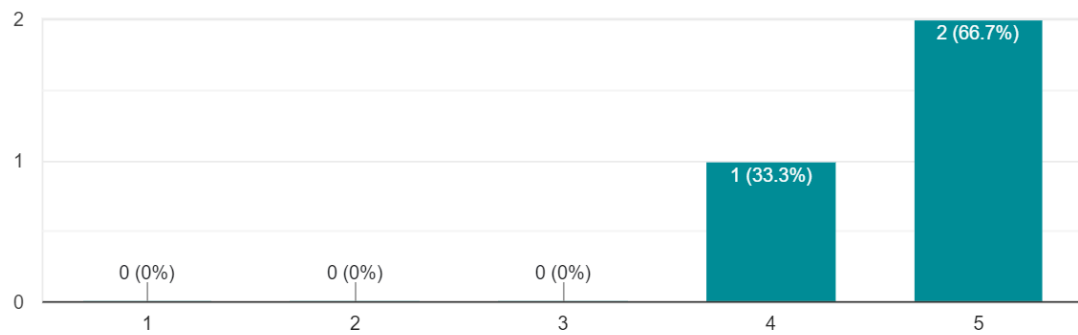## 3 responses

Accepting responses ⬤

Summary   Question   Individual

Overall, how did you enjoy the experience of playing the game?

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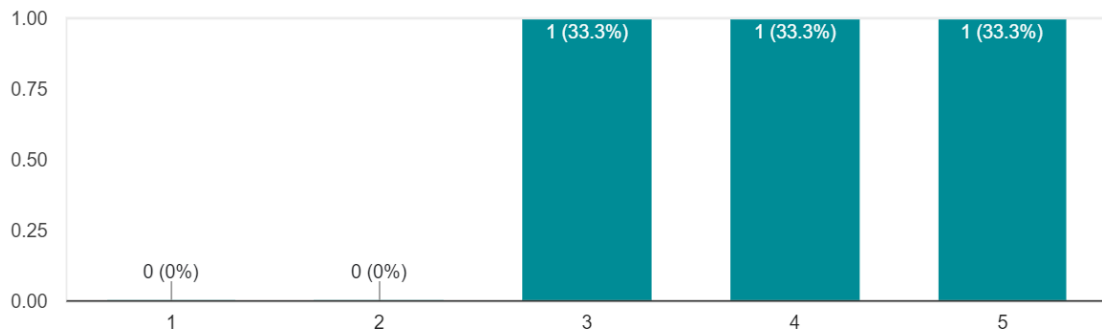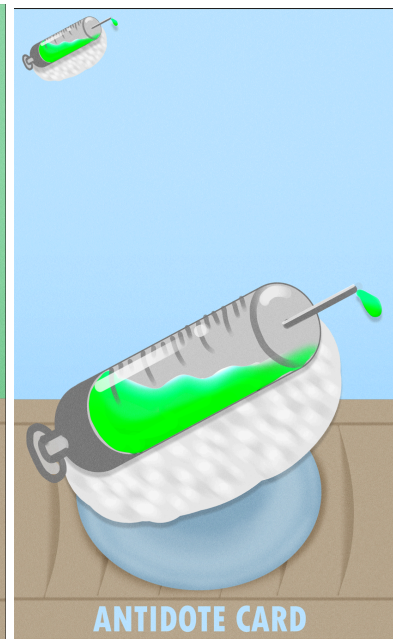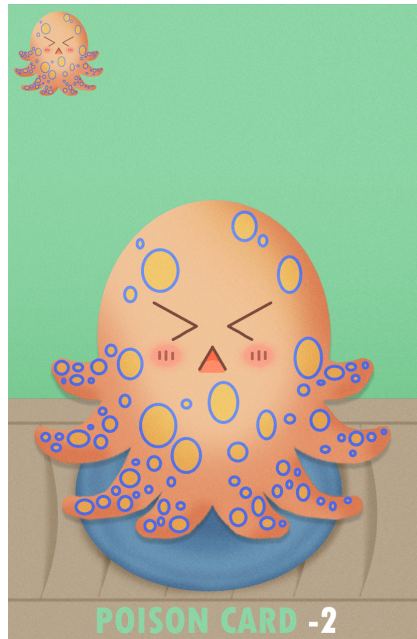3 responses

Value	Count
1	0 (0%)
2	0 (0%)
3	0 (0%)
4	1 (33.3%)
5	2 (66.7%)

Poison & Antidote Cards: **How much did you enjoy this change?**

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3 responses

Value	Count
1	0 (0%)
2	0 (0%)
3	1 (33.3%)
4	1 (33.3%)
5	1 (33.3%)

Collection of data from our playtesters in response to our questions.

A copy of my contribution to the modifications - the designs for my cards which were printed and used for playtesting.