600.120 Intermediate Programming - Teammate Evaluation

your teammates on ea	ach characteristic us	ing the scale:
eat, 4=good, 3=ok, 2=	so-so, 1=poor	
you	partner1	partner2
	eat, 4=good, 3=ok, 2=	your teammates on each characteristic us eat, 4=good, 3=ok, 2=so-so, 1=poor you partner1

	you	partner1	partner2
00 design			
Game (model)			
GUI (view)			
Input (controller)			
Trainer			
Pokemon			
Move			

Who	Date	Time	
members, including			
List all the meetings and co	,	•	am
		<u> </u>	Tomin progenition
Is there anything y	ou would do dif1	erently on future	team projects?
Do you think your team w	vas composea ot	a good mix of per	sonalities and skills?
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	variation o	_	
Do you think everyone on your to	eam deserves th	ne same grade? If	not, where should there b
other:			
presentation			
error handling			
testing			
menus			
derived move classes			
derived pokemon classes			

Who	Date	Time