
Team Composition

1. Adam Hitchen
2. Aishwarya Susheel
3. Carie Ng
4. Jack Self
5. Kyle Cornwell

Roles

- Researcher
- Risk management
- Testers
- SCRUM master --> rotate around
- Product Owner/Leader
- Video Editor
- Developers
- UX/UI Designers
- Artist
- Note-taker
- Sound engineer

File storage / Version Control

Github is the platform that we will be using.

Communication Strategy

We will be using Discord as our main platform of communication.

Individual Schedules

- **Jack:** Mon-Thurs (After 5pm BST)/Fri-Sun (Free) | 9th-19th June (Absent)
- **Carie:** Mon-Fri (After 2pm BST)/Weekend (Tentative) | 18th-22nd July (Absent), 29th July-8th August (Absent)

- **Kyle:** Mon-Tues (After 12pm BST)/ Weds, Thurs and Sun (After 6pm BST) (Free) | Fri (Before 3pm BST) (Tentative) | Sat (Absent)
- **Adam:** Mon-Thurs (After ~5:30pm BST) | Friday (all day) (Free) | Weekend (Tentative) | 26th - 28th June (Absent)

Group Schedule

We will be running 1-week sprints, and meeting on Wednesdays at 6pm GMT.

Tools and techniques

Trello will be used as our sprint planning and task allocation platform.

Goals For This Project

- good experience from working with others!
- build upon collaborative skills
- understanding how to best balance work and identify improvements in own work flow
- feeling good about something we have all contributed equally to
- interested in the mix of perspectives
- rediscover hope in group work
- having a project that is worth showcasing
- improving on communication
- learn more regarding the game perspective
- learn something new!