**Statement of Work**

Going into this project we planned to follow the typical roles specified in the project outline. As we began to work, however, we found that these conventional roles would not be suitable for the functioning of our group. Therefore, we reassessed the situation and reassigned roles/tasks for each person to take care of. Below summarizes these roles and tasks that each member of our group completed.

From the start, we decided as a group that Austin would take the role of Project Lead. He was the one who delegated tasks, made sure we were completing each milestone we set for ourselves, and set up times for us to meet as a group to check in and collaborate on our individual roles for the project. Beyond the typical delegative tasks Austin took on as Project Lead, he was also responsible for the completion of both the frontend and backend components of the Home Screen. He wrote both the XML code that provided the user interface seen in the app and the java code that was responsible for navigating to our other pages (Directions Screen and Play Screen). Austin also completed the frontend component for the Play Screen and greatly contributed to the backend java code for the functionality of the Play Screen. As can be inferred from this summary, Austin served as a net for each of our group members, taking on any tasks each of us needed help with.

Kristof took on the responsibility of completing the Play Screen’s backend java code which was responsible for the actual functionality of the game portion of our app. From the importing of audio files to be played when an instrument button was pressed to the creating of the arrays responsible for playing the randomized tune each level and everything in between, Kris worked extensively to ensure that the app did everything it was supposed to do during gameplay. His main role within the Play Screen’s backend was implementation of the code (the actual writing of the code).

Casey also took on the responsibility of completing the Play Screen’s backend java code and worked extensively to ensure complete functionality of TunePlay’s game portion. Her main role within the Play Screen’s backend component was to come up with the theory behind the code we ended up implementing. The algorithm we used was largely thought up by her theory. She navigated the java code to make sure if statements, switch statements, and for loops were placed within the correct methods so that our app executed properly. Beyond the apps functionality, Casey also took on the role of contributing to the documentation of our app project.

Connor took on the responsibility of completing TunePlay’s Directions portion. He constructed the XML code responsible for teaching the user how to play TunePlay. He also constructed the backend java code responsible for swiping between the several direction screens and presenting it in an intuitive, easy-to-use way for the user. Along with the Directions portion of TunePlay, Connor also took on the role of contributing to the documentation of the app project. Both he and Casey worked closely to document the complete process of creating TunePlay from the brainstorming up to the actual implementation of the app.