Team Leader	
Albert Cerfeda	Regarding HTML pages I've worked mainly on the timeline. I've created all the communication channels for all the subteams and leaders to use. Contributed to most of the design of the directory tree. Created the deadlines for the group to respect. Made the documentation and reviewed the documentations for all other subteams. Always tried to analyze subteam issues and solve them with the help of the topic leaders. Done both bonus scripts.
CSS Leaders	
Biasion Marco	I've done 1.5 (+n) pages - Timeline, Template (part of both) - Helped different people in little things (helping them understand and solve bugs) Made stylesheets: - gen 0 to 3 - timeline (all of them) Made js code: - onload.js - music.js - load_build_elements (did the majority of it and refactored everything) - set_events.js (did a minor part and refactored some of the old) **My commit from others** - Albert Cerfeda committed the first version of the template for me
Bojan Lazarevski	I have done 1 HTML page (the index page, i.e the homepage). I've done the stylesheet pages for generation 3-9, designed the buttons for the generations Refined and updated the invalid pages, as well as made a final check and update on pages from gen0-gen2 Organized calls with Albert and Marco with all team groups and discussed about changes/suggestions Added prototype script for checking invalid links (which was done completely by Albert)
SVN Leader	
Gerald Prendi	Created the infrastructure and managed the server Created some script files: one to setup the repository a svn-menu to help ease the use of svn cli a validator script, which creates info files about validation Tech support for the guys who had problems with setting up or svn Managed permissions and polished the server, created daily backups of the repository,
Subteam 1	
Catarina Carvalho Morais	- Done 3 HTML pages: -- Bertie the Brain -- Galaxy Game -- Computer Space - Managed the subteam 1 - Did the first research and created a list of topics for the origins and 1st generation (each topic should represent an HTML page); like this, everyone from the subgroup only had to pick what topic they found interesting - Done subteam 1 documentation and updated it with the last crucial pieces of information - Helped my team to solve problems with the SVN with videocalls - Read/ gave feedback to some of the content (before the content deadline) - Informed my team constantly about any updates and clarified everything that was unclear - Uploaded changes to the SVN when a member wasn't able to do it - Proofread and corrected the grammar of 9 HTML pages (Anton's and Enrico's pages)
Enrico Benedettini	I've done 5 HTML + 1 CSS pages. HTML ones from gen1 :
	Handheld Systems, Genres, Magnavox Odyssey, Odyssey Series, Tv Tennis Electrotennis.
	I proofread the pages of Catarina Carvalho Morais and helped her in some troubles about CSS
	I made gen1/enrico-benedettini.css which has been uploaded by Marco Biasion (CSS Leader)
Vladimir Benincasa	I've done 5 pages - Definition of video games and how it started - OXO - Brown Box - Technology - VIdeo Game crash of 1977
Anton Tanev	I have done 4 pages from gen0: Tennis for Two, Spacewar, TV Game Unit #1, Sega Periscope
Samuel Corecco	I made 4 first generation arguments: - The game of Pong - The Pong console (home version) - The coleco teslar console series - nintendo's series of colour tv-gaming consoles In addition, to try to make my graphics more beautiful and make the pages as similar as possible I designed the 4 banners with the same style. I designed the background, in a similar way for all four pages. To enrich the pages, I have also drawn for each one an "id card" of the various consoles. Finally, I also designed the "screen" of the pong game and two color tv-gaming games by nintendo. I designed the animated gif for pong and colour tv-gaming. I made the gifs for coleco teslar and home pong. but with my drawings or photos taken from the internet and used in my html pages.
Genaro Di Stefano	I have done 5 pages from gen6 and gen7:
	-Wii Sports
	-God of War 2
	-Red Dead Redemption
	-Fallout 3
	-Hitman (2016)
	In addition, I contributed by making a list with all the pages that had mistakes or were not completed for each generation, with the names of the owners. This helped fixing the pages and contacting those who needed help.
Subteam 2	
Daniel Gelman	i've done 5 pages - Space Invaders - Pac Man - Adventure - Donkey Kong - Missile Command I've proposed some minor changes for the CSS style: /pub/documentation/Subteam_documentations/subteam2/Style suggestions/Css_example_gelman.pdf I've proposed a method for content-research: /pub/documentation/Subteam_documentations/subteam2/how-to-work-DanielGelman.pdf I've proposed to use Grammarly to check spelling errors for practical reasons. I've helped Vladimir Benincasa with his svn issues. Marco Biasion helped me a lot to implement my idea of video games on the pages. Alessandro Cravioglio helped me to structure my pages and we gave each other feedback. Lazarevski Bojan helped me with some of my css issues. Albert Cerfeda committed all of my pages (final version) on 11.09.2020 - i had some issues committing and being on time for the group deadline. Implementing the games on the pages took me more than I expected.

Manuele Jelmini	I've done 4 pages: -Genre shoot'em up in the second generation -Genre platform in the third generation -Genre rpg in the third generation -Genre action-adventure in the third generation I've proposed some ideas for the CSS style of generations 2 and 3 Albert Cerfeda committed the final versions of the pages (including the media folder): gen3_genre_rpg, gen3_genre_platform and gen3_genre_action_adventure I didn't commit before the deadline the last images, audio files and the footer in two of these pages, so he did it for me (on 11.09.2020).
Alessandro Cravioglio	I've done 4 pages: -console Atari2600 -console Intellivision -console Fairchild Channel F -Video Games crash 1983 I've proposed the division by console generations for the topics, I also worked to define how to structure topics with the other topic leaders I've been topic leader of subgroup 2: - I've created and mantained the Subgroup 2 documentation - I've helped with the svn a group member - I've proposed a list of games for the second generation -I've proposed some ideas for the CSS style -me and Daniel Gelman gave each other feedbacks about structure and style of the pages -I've committed the pages of Lidia Cristina
Arnaud Fauconnet	I've written and done the reaserch for 4 html pages: - Gen 3 - Super Mario Bros. - Gen 3 - Castlevania - Gen 3 - Metroid - Gen 3 - The Legend of Zelda
Subteam 3	
Di Pietro Enrico	Done the page for the game Doom - generation 4 Topic leader for group 3 (I proposed to introduce videogame like controls for the website) Worked with the other team leaders to split the work (finding "milestones", ...) Done research to introduce 4th and 5th gen to the others and found main charateristics Done subteam 3 documentation (Documentation + Look and feel + documentation sent with Whatsapp in the subgroup chat) managing the work Helped the others making some banners for their pages with Photoshop Helped the others solving problems with SVN or their pages code, with Teams videocall Tried to keep the workflow constant and not get to the last minute with too much work to do (not completely successful) Gave feedback for content (for the content deadline) Gave feedback for the pages Controlled the grammar of every page (for the html pages deadline)
Vescio Marco	I've done four pages: Nintendo 64 - generation 5; The Legend of Zelda: Majora's Mask - generation 5; Grand Theft Auto - generation 5; Sonic the Hedgehog - generation 4 -
Ibanez Roberto	-I've done 4 pages: - - Generation 4 - Shooter Game Genre -Generation 4 - Sega -Generation 5 - Mortal Kombat -Generation 5 - Resident Evil
Costa Francesco	I've done 4 pages: Final Fantasy NES – Generation 4 Super Metroid – Generation 4 Game Boy – Generation 5 Pokemon Red and Blue – Generation 5 Was one of the people who proposed the changing backgrounds according to game
Artusa Alessandro	-I've done 4 pages : -Super Mario 64 (gen4) -Gran Turismo (gen5) -Metal Gear Solid (gen5) -Playstation (gen5)
Subteam 4	
Roberto Padovani	Topic Leader and SubTeam Leader, Wrote the documentation for the Team Members. Helped deciding the look and feel of the timeline with the other topic leader designed one HTML page: The Elder Scrolls III: Morrowind
Ludovica Savoia	I did 4 pages: Super Smash Bros Melee, Battlefield: bad company, Call of Duty: modern warfare 2 and Call of Duty World at War
Ntwali Muhizi	i wrote 5 pages which include Uncharted 2, GTA V, the elder scrolls v: skyrim, Halo 2 and xbox 360. gave feedback for the buttons. albert commited the modifications for the footer
Albi Geldenhuys	5 pages: Counter Strike Global Offensive Starcraft 2 World of Warcraft Dark Souls Minecraft I initially commited my files myself, but later on it appeared as if the images were missing so Albert committed them for me
Subteam 5	
Federico Soresina	I've written 6 pages about the 8th gen consoles, specifically PlayStation Vita, Wii-U, PlayStation 4, Xbox One and Nintendo Switch, and a brief introduction to 9th gen consoles.
mohamed ali ben amor	i did 6 pages about software houses (1st is about how software houses develop games in general,2nd is about the future of gaming industry,3rd is about rockstar and how it develops games and in this case gta5,4th is about niantic and how it develops games and in this case pokemon go,5th is about epic games and how it develops games and in this case fortnite, 6th is about valve corporation and how it develops vr games ann this case half life alyx....i had problem with svn and so i couldnt follow the template very well and couldnt commit my work myself...so my team leader allessandro commited for me
Arthur Morgan	I wrote 4 pages: one about Pokemon Go, one about the battle royale genre, one about PlayerUnknown's Battlegrounds and one about Half Life: Alyx.
Alessandro Cagnani	i have done the html page for Fortnite in generation 8
	topic leader for group 5: created the Documentation for the group and the "look and feel" file for the css design and organised video calls to manage the ongoing work with my team member
	I proposed the timeline structure and worked with other topic leader to define the final work
	revised the code and added images to the html for Federico Soresina
	helped mohamed ali ben amor with svn, html and css
	commited the mohamed ali ben amor' pages due to svn issues