| Team Leader                 |  |
|-----------------------------|--|
| Albert Cerfeda              | Regarding HTML pages I've worked mainly on the timeline.   |
| 7.11.5011.5011.5011         | 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.  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.  |
|                             | Aways treu to analyze subteam issues and solve them with the help of the topic features.  Done both bonus scripts.  Done both bonus scripts.   |
| CSS Leaders                 |  |
| Biasion Marco               | Ve done 1.5 (+n) pages   - Timeline, Template (part of both)   - Timeline, Template (part of both)   |
|                             | - Helped different people in little things (helping them understend 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 is (did a minor part and refactored some of the old)  |
|                             | My commit from others  |
| Bojan Lazarevski            | - Álbert Cerfeda committed the first version of the template for me  I have done 1 HTML page (the index page, i.e the homepage).   |
| Bojan Luzurevski            | 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 infrasctructure and managed the server   |
| Geraid Freildi              | 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                   | - Done 3 HTML pages:   |
| Catarina Carvalho<br>Morais | Bertie the Brain   |
|                             | - Galaxy Game - Computer Space - Compute |
|                             | - 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   |
| Enrico Benedettini          | - Proofread and corrected the grammar of 9 HTML pages (Anton's and Enrico's pages)  I've done 5 HTML + 1 CSS pages. HTML ones from gen1 :  |
| Zimioo Zonouottiiii         | 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<br>- Brown Box   |
|                             | - Technology   |
| Anton Tanev                 | - Video Game crash of 1977  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 - intended series - intended series - intended series of colour ty-gaming consoles - intended series of colour ty-gaming consoles - intended series of colour series - intended |
|                             | 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  |
|                             | - raioui 3<br>- 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   |
| Subteam 2                   | contacting those who needed help.  |
| Daniel Gelman               | ïve done 5 pages   |
|                             | - Space Invaders<br>- Pac Man  |
|                             | - Adventure  |
|                             | - Donkey Kong<br>- 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 -   |
|                             | Abort Cented committed at or my pages (intal version) on 11.09.2020 - it had some issues committing and being on time for the group deadline. Implementing the games on the pages took me more than I expected.  |
|                             |  |

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