**Roles**

Within any project it is important to establish roles for the productivity of the team. This has been a crucial element for the success we have seen within our group during the past 2 assignments. The roles for the development of our project are as follows:

**Lead Developer**: Andrew Noorbergen – With Andrews leadership skills and ability to communicate, he will be able to delegate and lead our team to success. The initial project vision was his from assignment 1 so he knows best when it comes to both form and function of the application. The role of a lead developer is to both develop and design the application, while also delegating roles and managing productivity.

**Technical Designer**: Alex Joy – With an already well-developed IT understanding in regards to design and engineering from school, Alex will have no issue working within this space. The role of the technical designer is to work out the flow and function of the application through page layout charts and organising the technology and tools required for the project.

**User Interface designer**: Nicholas Bond – Being one of the more creative people in our group Nicholas will take on the reigns of design lead. In fact, he has developed interface design as an artifact for this very assessment. The role of the user interface designer is to create storyboard and design elements to be incorporated into the application. This could include aspects of graphic design and animation.

**Developers**: Tyson Jones and Connor Sinadinovic – With a strong family background in IT and a willingness to tackle anything, Connor would find the development side of the project no worries at all. Tyson on the other hand has no experience in development but will give it his all. The role of the developer is to code the form and function of the application to bring it to life.

Although we have delegated roles, realistically we will still work through each section as a team in some way or another. This approach has worked well for us in regards to the previous assignment and I believe it could continue to work in the project. Our approach has always been delegate tasks, collaborate, edit and finish.