**Statement of Work:**

1. Boshan: As team leader, Boshan held the deciding vote for which direction our project was going in to and the code prototype we worked on. He was also responsible for setting up realistic goals, supervising the team efforts, and making sure that the team was on track.
2. Daniel: Since Daniel was the GUI interface designer, he worked on constructing the user console for our game in java. His job also involved making the java and xml code link together seamlessly.
3. Emily: As the process designer for our group Emily worked on multiple possible prototypes for our possible game ideas, until we finalised the specific idea that we wanted to work on. She worked on the back-end programming in C++ and helped come up with shortcuts to reduce the hard-coding for the project.
4. Jeff: As the interface designer, Jeff was responsible for coming up with an interface that connected all the project parts into a cohesive whole. He also helped to arrange meeting times and give announcements to the whole group
5. Rabee: As the documentation manager, Rabee was responsible for all the project documentation and presentation. He also worked on the video alongside Emily, who has experience with video editing softwares.