# Werewolf/Mafia Org Chart

### Project Manager (The Dogfather) - Sam

* Manages Gantt chart
* Organizes tasks
  + Breakdown
  + Due dates
  + Assignments
* ~~Barks up the wrong tree~~
* Provider of snacks
  + *Who’s a good boy? Who’s a good boy?*

### Chief Architect (Chief Barkitect) - Logan

* Determine project specifications.
* Has responsibility for creating coherent designs across all features.
* Assist developers in understanding project structure.
* See overall “big-picture” and how everything will connect at each level of the project
* Responsible for architecture and design document (Deliverable #5)

### Front-End Engineer - Calvin

* Build the game logic with JavaScript:
  + Translate game design into code.
  + Implement core gameplay mechanics.
  + Optimize performance and efficiency.
* Connect the game logic to the user interface’s HTML+CSS.
* Connect the game logic to the database’s JavaScript.

### UI Designer - Ethan

* Build the user interface with HTML and CSS:
  + Create wireframes, prototypes, and mockups to visualize design concepts.
  + Design intuitive and user-friendly interfaces for the website and its application.
  + Select appropriate colors, fonts, and elements to enhance usability and aesthetic.
  + Consider usability principles and best practices to optimize the user experience.

### Database/Backend - Abel

* Build and manage game session database.
* Build the database connection and relevant logic with JavaScript.

### Chief Debugger - Hunter

* Ensure that project meets specified requirements
* Write negative and happy path tests
* Execute integration and end to end testing.