PROJECT ROLES AND RESPONSIBILITIES

Project Name	ClassQuest

Name	Role	Responsibilities
Dmytro Stepaniuk	Project Manager / Backend Developer	• Oversees project planning, scheduling, and documentation. • Leads system architecture and database design. • Implements backend logic, data storage, and API integration. • Manages code repository, testing process, and technical deliverables. • Ensures timely completion of milestones and communication with the team and supervisor.
Alvin Tolentino	Frontend Developer / UI-UX Designer	• Designs and develops the user interface for student and teacher panels. • Co-leads visual and interactive elements of the platform. • Implements gameplay flow, wireframes, and quest visuals. • Assists in testing, user feedback integration, and presentations. • Supports documentation of design components and front-end architecture.
Tolani Oke-Steve	Frontend Developer / UI-UX Designer	• Works alongside Alvin on interface design, user flow, and gameplay visuals. • Contributes to feature implementation and front-end responsiveness. • Assists with art integration, usability testing, and documentation. • Supports communication materials, demonstrations, and capstone presentations.
Brian Nenson	Client / Teacher (Subject Matter Expert)	• Provides feedback on classroom functionality and teacher workflow. • Tests prototypes and evaluates teacher dashboard usability. • Ensures alignment of platform mechanics (XP, quests, rewards) with real classroom dynamics. • Communicates teacher and student feedback to the development team.
Kelly Chambers	Client / Teacher (Subject Matter Expert)	• Collaborates with Brian to validate classroom features and usability. • Provides feedback on student engagement, gameplay balance, and accessibility. • Reviews quests, dashboards, and reward systems for practicality in schools.

		• Participates in user testing sessions and milestone evaluations.
Professor Timothy Maciag	Project Evaluator / Academic Supervisor	• Reviews project progress and deliverables for academic compliance. • Evaluates milestone achievements, documentation quality, and technical implementation. • Provides guidance on software engineering practices and academic standards. • Offers feedback during evaluations but does not participate in active development.