Statement of Work

Qingru “Mirah” Xu:

As the project lead, I made sure the team all understands the functionality and the design of the game and set up meeting times. I also assigned work for each team members to work on. Later on I also uploaded and organized all the documentation to github and piazza.

I made the starting page, the behavior of the object (ball) according to the tilt of the phone, created the hole and designed the classes behavior and personalized the background of the game.

Duruvan Saravanan:

I provided the first raw code for the behavior of the ball which was later modified and perfected by the team. I also took on the role as a pseudo documentation manager, creating the presentation, project timeline and project documentation and handling the statement of work documentation.

Adam Surette :

I came up with the idea for the app. The theory behind how the game runs and the rules of the game. I helped write the code for the holes in the game, the main fail condition of the game. Furthermore, I created the GitHub group, Dont-Drop-That, and manage it.

Zheng “Isabelle”:

I wrote the code and provided the first version of our gravitation ball game, it was a very rough draft and met some but not all of the points of our ideas. This version is waiting for further modification and I will continue working on it. I also worked with Qingru to designed the icon of our project, as well as the flow chart of the game.