

Exactly What each team member did for the project

Group Member Name	Task Completed
Jack Bradshaw	<ul style="list-style-type: none"> - Game Ideas (20%) - Hazard Ideas - Building/Troop ideas - Mechanics - Play testing - Quantitative Analysis of game balance - Visuals/ Game Elements (30%) - Used Photoshop to detail Visual Elements - Made printable Board - Made Digital Board for playtesting - Managed Logs/Minutes (100%)
Nathaniel Butler	<ul style="list-style-type: none"> - Game Ideas (30%) - Initial Game Concept - Building/Troop ideas - Mechanics - Play testing - Balancing numbers (80%) - Visuals/ Game Elements (30%) - Game Title - Logo - Card Designs - Flowchart (100%)
Koen Stinchcombe	<ul style="list-style-type: none"> - Game Ideas (10%) - Building/Troop ideas - Mechanics - Play testing - Visuals/ Game Elements (30%) - Ai generated Most/All Visual Elements - Video trailer - Game Pillars (100%)
Han Chen	<ul style="list-style-type: none"> - Game Ideas (20%) - Building/Troop ideas - Mechanics - Play testing - Core Statement - Rule Book (100%)

Austin Phillip	<ul style="list-style-type: none">- Game Ideas (20%)- Building/Troop ideas- Mechanics- Play testing- Visuals/ Game Elements (10%)- Made Website- Banner Image/Screenshot of board- Analysis- Typical Play session length- Trade-offs and dilemmas- Main game Dynamics
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