**Group 4 List of Assignments for Space Game**

For the beginning phase of our Space Game we were tasked as a group to brainstorm and to submit deliverables to the instructor. We have decided to split up tasks between our five members to meet deadlines and requirements.

**Tasks**

Aaron Miller- Mockup depicting the output of the screen. Third Planet named “Watergate” and the enemies and contents within that planet. General flowchart for planets.

David Harris- Classes with method stubs and properties via a class diagram. Fourth planet named “Static.” With its corresponding bosses.

Collin Handel- Flowchart. Fighting mechanics. Class library and methods. Story progression.

Tyler Bia- IPO Chart. Second Planet named “Red Sand” and the enemies and contents within that planet. General flowchart for fighting mechanism. Class library and methods.

Francisco Santillana- Algorithm. Fifth planet named “Void” and the enemies and contents within that planet. Implementing background music.

**Assessment of Participation**

For many of these elements that make up our space game “Bounty Collector” everyone was actively involved. The main gist of the story was developed by the group. Although we were all tasked with specific deliverables, we had input for the development process. We had to constantly revise every single deliverable after agreeing on specific changes