IDEA BANK

**DIVISION OF LABOR**

December 12, 2022

ARVIN:

* 1 person per music era (70s, 80s, 90s, 2000s, 2010s, 2020s)
* 1 person: game menu
* 1 person: pointing system
* 1-2 people: leaderboard
* 1 person: song categorization

IRISH

* Buddy System: working by pair (QA + PM)
* Shifting: custom working hours (day shift, night shift)
* Reporting Standards: Specific layout for bug reports
  + State the specific problem (Example: Lines 1-10 then indicate the prob)

IAN

* For Code Optimization: QA will communicate concerns with the Lead Developer and author of the specific code block
* Working in 3 sections of the game e.g. the Start Section, Year Selection, Round Selection. Wherein 2 people will work on a single section.

ACE

* Every individual will work on a specific song era(70’s, 80’s, etc.) wherein they will work on 5 songs on that particular song era.
* Same division of labor with Arvin’s idea.

ALEXENE

* Position for code optimization to be assigned to QA
* Same division of labor with Arvin’s idea.

GIVEN

* Code optimization and efficiency upgrades
* Position for Program Design: ANSI UI coloration

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**CONCLUSION**

* Program
  + 1 person per music era (70s, 80s, 90s, 2000s, 2010s, 2020s
    - Lyrics, Choices
    - Game Menu **Arvin** & **Lexene**
    - About
    - Quit
    - Play (until Song Selection)
  + Start Game **Ian** & **Irish** 
    - song selection
  + Start Round **Given** & **Earl** 
    - Lyric Questions
    - Pointing System
* Others
  + Buddy System: working by pair (**QA** + **PM**)
    - **Arvin** & **Lexene**
    - **Ian** & **Irish**
    - **Given** & **Earl**
  + All QA communicate with Lead Developer to proceed with the developer itself
  + Reporting Standards: Specific layout for bug reports
* INSTRUCTIONS
  + Reporting of bugs, must follow the bug report format:
    - bug report format here < should be a link
  + Reporting for better code must follow the optimize format:
    - optimize report format here < should be a link

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