1. **Project manager** 
   1. Arrange meetings
   2. Take minutes
   3. Ensure project on schedule (deliverables/milestones are on time)
2. **Designer** 
   1. Choose initial idea
   2. Complete final design
3. **Programming** 
   1. Create class design
   2. Implement game mechanics
   3. Implement sound
   4. Implement art/textures
4. **Art / sound**
   1. Initial sketches (on paper)
   2. Produce graphics files
   3. Create sound files
5. **Presentation** 
   1. Draft presentation (planning)
   2. Produce presentation (PowerPoint)
   3. Deliver presentation
6. **Testing**
   1. Function test User Interface
   2. Function test Alpha version
   3. Function test Beta version
   4. Function test Final version
   5. Debugging
7. **Documentation**
   1. Marketing strategy
   2. IPR / Ethics
   3. User manual / Installation manual
   4. Gantt chart / Milestones and Deliverables
   5. Costing
   6. Risk analysis
   7. Programming documentation

Milestones & Deliverables

* Complete final design **Milestone**
* Produce game user interface **Milestone**
* Produce alpha version **Milestone**
* Produce beta version **Deliverable**
* Produce final version **Deliverable**
* Collate documentation and produce final report **Deliverable**
* Deliver presentation **Deliverable**

Ashley - 6a, 6c, 7a, 7b, 7f, 7g, 7h, 2

David - 1, 5c, 2

Jason – 3, 7i, 2

Mike – 4, 7c, 7d, 2

Seid – 5, 6b, 6c, 2

Jamie - 3, 7i, 2