

# Team Contract

## Team members and roles:

John Gallagher

- Contact: [gallagj9@ucmail.uc.edu](mailto:gallagj9@ucmail.uc.edu)
- Role: Faculty advisor

MJ Schnee

- Contact: [schneema@mail.uc.edu](mailto:schneema@mail.uc.edu)
- Role: Team lead

Nick Bryant

- Contact: [bryantno@mail.uc.edu](mailto:bryantno@mail.uc.edu)
- Role: Developer

Freja Kahle

- Contact: [kahlecw@mail.uc.edu](mailto:kahlecw@mail.uc.edu)
- Role: Designer

## Meeting frequency:

Weekly on Wednesdays for 30 minutes

## Project focus:

This project will focus on developing a singleplayer/multiplayer dungeon crawler with the objective of completing quests in individual runs inside the dungeon. The game will be taking inspiration from the Dungeon & Dragons Board Games. The current market for digital board games is becoming more popular each day yet does not include a recreation of this type of game. The game will be family friendly and intended for casual audiences with low-end machines who wish to play a simple fantasy style game where players can go into a dungeon together to gather treasure and complete a quest. The roles of the team will be divided as follows: MJ as the team lead and manager, Freja as the game designer, and Nick as the developer.