Kyle Field

**Team role: Project management**

Requirements for powerpoint:

* Pitch Document.
* High Concept Document.
* Functionality and Gameplay.

Tareq Ahmed

**Team role: Lead programmer**

Requirements for powerpoint:

* Produce a technical design document.
* One or more UML class diagrams showing the classes that make up your game architecture. These diagrams should also show the relationships between classes (inheritance, association, aggregation/composition) and the attributes and methods that belong to each.

Daniel Nelson

**Team role: QA manger**

Requirements for powerpoint:

* This will also include a one-page coding standards document which specifies rules for code layout and naming conventions.

Grant Stevens-Wade

**Team role: Game designer**

Requirements for powerpoint:

* Concept Art from other games to show our art style.
* Teaser Trailer of ripped videos from other games to show what our game is like.

**Shared roles: Sound designer, lead artist,**

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