**Statement of Work**

1. Project Lead: Mariano Pache
   1. Organized and maintained the schedule for which all of the work is completed
   2. Developed overall software architecture
   3. Developed Database
   4. Developed the Json parser for loading puzzles into SQL
   5. Played a key role in all aspects of the project including the frontend, backend, and database.
2. Graphical User Interface (GUI) Designer: Steve Numata
3. Primarily worked with xml coding to design user interface.
4. Researched techniques for formatting front end to have desired attributes (scrolling, layout pan, editable text).
5. Worked with back end designer to debug undesired GUI behavior on the xml side of the problems.

1. Interface Designer: Mahdiul Chowdhury
2. Organized meeting time and collaborate with team members to move forward the project.
3. I also worked with Steve Numata to finish layout
4. At the beginning I worked with Sergei to find out the best suitable project that we can accomplish.
5. Processing Designer: Sergei Posnov
   1. Suggested the project idea and ideology
   2. Worked on the database backend organization with the project lead, developed the Puzzle class
   3. Selected the puzzles and created the JSON file with them
6. Documentation Manager: Jade Stoffey
   1. Organized and created team members documentation and marketing for the project
      1. Putting together documentation for the front-end and back-end of our app, by separating such into separate documents in an organized and appealing fashion.
      2. Documented team meetings and the progress throughout the span of the project
   2. Contributed in the research aspect of developing the front-end of the final app.