

## Project Management – Sophia Stanley

For this project we all decided to split the project management role pretty evenly. Instead of delegating roles to people, we mostly just told the others what we wanted to do and offer suggestions for what we could add to or do for the project.

We used Milanote to keep track of most of our ideas and keep to a schedule week by week. Each week we would meet up to discuss what we needed to do and assign tasks to each person. We also could suggest our own ideas, for example I was the one who suggested we drew more detailed portraits in the buttons of the character select screen rather than just using the sprites, as it was something I'd seen in other fighting games that I liked.

We also had a Discord group that we used to let people know what we were working on, when we're merging/pushing to master, and for any clarification or help that we needed. In my case I mostly used it outside of college, most of my discussions were in person as I'm not good at messaging online.

In the lab on Fridays we would all tell each other what we would be doing and mostly work separately, but we all sat together so we could ask for advice, show off features, and let people know when we're pushing.