**Team Responsibilities**

**Sam Hignett**

* Programming
  + Sound
  + Particle effects
* UML
  + Use Cases
    - **BRIEF**
      * Build Units
      * Defend
      * Move Units
    - **IN-DEPTH**
      * Build Units
  + Sequence Diagram
    - Build Units
* Documentation
* Other

**Michael Hinchcliffe**

* Programming
  + Space state
* UML
  + Use Cases
    - **BRIEF**
      * Launch Attack
      * Check Viability
      * Quit to Menu
    - **IN-DEPTH**
      * Launch Attack
  + Sequence Diagram
    - Launch Attack
* Documentation
* Other

**Kyle Hobdey**

* Programming
  + Structuring
  + Building placement
* UML
  + Use Cases
    - **BRIEF**
      * Start Game
      * Place Building
      * Quit Game
    - **IN-DEPTH**
      * Place Building
  + Sequence Diagram
    - Place Building
* Documentation
* Other