Section C

Client: EduFuture NZ LTD

Other Stakeholders:

The Project Team

Project Manager: Liam Bargh

Project Team:

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| Liam Bargh | Documentation, C# Coding, Communication, Level, Asset and Story Development |
| Wade Anderson | Web Development, Research, C# Coding, Graphics |
| Jack Kelly | C# coding, Documentation, Ability to play Devil’s Advocate, Asset and Story Development |
| Kris Leatherby | C# coding, Development management |
| Geoff McClelland | Research, Design, C# coding |

Art and Sound work will be outsourced:

* Animation: Ruby Meades
* Concept Art: Connor Chamberlain
* Sound: Connor Jacobs, Jimmy Moodie

Work Units Purposed:

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| Coding Development   * Kris Leatherby (Head Developer) * Jack Kelly * Geoff McClelland | Story Development   * Liam Bargh * Jack Kelly | Research   * Wade Anderson * Liam Bargh * Geoff McClelland | Level Development   * Liam Bargh * Wade Anderson |
| Testing   * Kris Leatherby * Jack Kelly * Wade Anderson * Liam Bargh * Geoff McClelland * External Testing will be sought with verification from the Ethics Committee |  |  |  |

**Information Requirements**

Team Meetings will be held twice a week Monday 3pm-3:30pm and Friday 1pm-1:30pm

All Files will be stored in GitHub Repository’s to ensure all files