| Workload Assignment |                 |                                       |               |   |  |
|---------------------|-----------------|---------------------------------------|---------------|---|--|
| Team Member         | Role            | Coding Responsibilities               | Code Fraction | Additional Tasks                                      |  |
| Min Shuen           | Database System | Helper and Logical Functions          | 30%           | Database design, publish                              |  |
| Sarah               | User Experience | User Interface Layout (UI in R Shiny) | 20%           | Gather data and content for                           |  |
| Samuel              | Backend R Coder | Game State Management                 | 30%           | database  |  |
| Samuel              | Backend R Coder | Game State Management                 | 30%           |   |  |
| Yan Ling            | Graphics        | User Interface                        | 20%           | Source for artwork, testing. Assist in gathering data |  |
|                     |                 |                                       |               |   |  |

## Work Breakdown Structure

| WOLK BLEAKGOWII STLUCTULE    |          |
|------------------------------|----------|
| Tasks                        | Deadline |
| Database design              | 28-Ma    |
| Data Collection              | 4-Ap     |
| Game State Management        | 4-Ap     |
| Helper and Logical Functions | 10-Ap    |
| User Interface (UI)          | 10-Ap    |
| Source Artwork               | 11-Ap    |
| Testing                      | 12-Ap    |
| Publish                      | 14-Ap    |
| Powerpoint Deliverable       | 17-Ap    |
|                              |          |

