

Exactly What each team member did for the project

Group Member Name	Task Completed
Jack Bradshaw	<ul style="list-style-type: none"> <li>- <b>Game Ideas</b> (20%)</li> <li>- Hazard Ideas</li> <li>- Building/Troop ideas</li> <li>- Mechanics</li> <li>- Play testing</li> <li>- Quantitative Analysis of game balance</li> <li>- <b>Visuals/ Game Elements</b> (30%)</li> <li>- Used Photoshop to detail Visual Elements</li> <li>- Made printable Board</li> <li>- Made Digital Board for playtesting</li> <li>- Managed Logs/Minutes (100%)</li> </ul>
Nathaniel Butler	<ul style="list-style-type: none"> <li>- <b>Game Ideas</b> (30%)</li> <li>- Initial Game Concept</li> <li>- Building/Troop ideas</li> <li>- Mechanics</li> <li>- Play testing</li> <li>- Balancing numbers (80%)</li> <li>- <b>Visuals/ Game Elements</b> (30%)</li> <li>- Game Title</li> <li>- Logo</li> <li>- Card Designs</li> <li>- Flowchart (100%)</li> </ul>
Koen Stinchcombe	<ul style="list-style-type: none"> <li>- <b>Game Ideas</b> (10%)</li> <li>- Building/Troop ideas</li> <li>- Mechanics</li> <li>- Play testing</li> <li>- Backstory</li> <li>- <b>Visuals/ Game Elements</b> (30%)</li> <li>- Ai generated Most/All Visual Elements</li> <li>- Video trailer</li> <li>- Game Pillars (100%)</li> <li>- Core Statement</li> </ul>
Han Chen	<ul style="list-style-type: none"> <li>- <b>Game Ideas</b> (20%)</li> <li>- Building/Troop ideas</li> <li>- Mechanics</li> <li>- Play testing</li> <li>- Rule Book (100%)</li> </ul>

	<ul style="list-style-type: none"><li>- Analysis</li><li>- Typical Play session length</li><li>- Trade-offs and dilemmas</li><li>- Main game Dynamics</li></ul>
Austin Phillip	<ul style="list-style-type: none"><li>- <b>Game Ideas</b> (20%)</li><li>- Building/Troop ideas</li><li>- Mechanics</li><li>- Play testing</li><li>- <b>Visuals/ Game Elements</b> (10%)</li><li>- Made Website (100%)</li><li>- Banner Image/Screenshot of board</li></ul>