**How is your group going to function as a TEAM? e.g.**

**Do you want a technical/design leader?**

* Tasks will be evenly divided

**What will each person’s roles and responsibilities be?**

* Project Manager
* Developer
* Design/ Developer
* Design/ Developer

**How are you going to manage the project? e.g.**

* Git
* Meetings
* Discord
* SCRUM/ Sprints

**How are you going to measure your progress (e.g. git, MS teams etc.)**

* Git
* MS teams

**How/when are you going to schedule team meetings and work sessions?**

* Once a week not including tutes organised through facebook group

**enforce deadlines etc.?**

* Through our facebook group and regular meetings

**Do you need a project manager role?**

* No, the project is simplistic enough

**Manage individual contributions**

* Individual contributions will be documented through git version control, commits will be labeled

**All groups are to setup a Team in Microsoft Teams and add your tutor as a member of the team.**

**Note this will be used to demonstrate your team progress in the assessed tutelabs**

**What theme are you going have?**

Retro arcade theme

**How it will it be played through the UI?**

Mouse and buttons, no need for keyboard

**What board shape (e.g. squares, hexagons) are you going to implement for part 1?**

Squares

**What are the extra game rules and special abilities**

**you might introduce in part 2?**

* Complex spells
* Obstacles
* Items/ potions