Project Architect (Alex Wilson)
- Define software coding standards, tools, and platforms
- Review the code to ensure the quality of the design by avoiding complexity, advocating clarity.
- Design the entire system based on our predetermined requirements
- Writing project documentation and its support

Backend Developer (Kyle March)
- Develop API interfaces for backend libraries for the front end developers
- Under the direction of the Chief Architect, design and implement databases
- Collaborate with Applet Designers to develop server side logic for applets
- Conducting unit tests, integration tests, and code reviews
- Maintain the vision of the project manager and chief architect

Applet Developer (Beka Hill & Brandon Bingham)
- Produce general 2d rendering framework for applets
- Develop applets
- Research applet ideas and applicability
- Acquire knowledge from target audience

Product Manager (Finn Jameson)
- Organize communication channels and ensure the engineers have what they need
- Monitor the progress of the project and keep the team updated on their tasks where we are big picture
- Assist the team in whatever capacity necessary to see the project to completion
- Make sure my team members are happy, healthy, wealthy, and wise

User Experience / Behavioral Designer (Tyler Mercer)
- Work with Project Architect to establish project features
- Identify overarching user needs and how to meet those through the user interface and app features
- Locate educational psychology