

## **Team Member Contributions**

All the members of this team feel that the workload was evenly distributed among all team members and we feel we all deserve full credit for the outcome of our game.

### **Sam Nygard's Contributions:**

- Idea generation - helped solidify the idea we were going to commit too
- Built website with assets from other members
- Play-tested the game and wrote notes in the play-test log
- Made prototype for secondary idea
- Wrote rule book version 4
- Made flow chart on Miro
- Made quantitative analysis document
  - Analysis of card drawing
  - Analysis of tile drawing

### **Marianne Gagnon's Contributions:**

- Created a brainstorm board on Miro
- Created the minutes template and took minutes for three meetings
- Revised and submitted the minutes for the first 4 meetings as part of Exercise 3
- Formatted and copy-edited the Feedback Package
- Created components for the PlayingCards.io prototypes:
  - Three versions of the board
  - 2 versions of the critter cards
  - 2 versions of the trap cards
  - 2 versions of the path tiles
  - Loot tokens
  - -1 point tokens
  - Suspicion trackers
- Created the trailer video including most visual assets
- Created imagery for the banner, video and board
- Designed several versions of the banner
- Designed the layout of the website
- Copy-edited the rulebook
- Copy-edited the Quantitative Analysis
- Copy-edited the Flowchart
- Play-tested the game and wrote notes in the play-test log

### **Ash Szeto's Contributions:**

- Came up with the theme and idea that was chosen during brainstorming
- Made the art that was used in design assets (Banner, cards, icons, trailer art etc)
- Set up the initial playingcards.io layout and taught how to use it

- Designed trap cards
- Came up with the idea of the suspicion system
- Wrote meeting notes
- Play-tested the game and wrote notes in the play-test log
- Voice-acted for the trailer
- Wrote the main game analysis, trade-offs and dilemmas and game length analysis
- Formatted the group meeting logs

#### **Katrina Kreschuk's Contributions:**

- Team Lead
- Got everyone's schedules through when2meet and doodle
- Made a google calendar
  - When parts of the project should be done by
  - Who is doing what
  - When meetings will be held
  - Attached links to every meeting minute and rule book variation
- Kept the team on track for due dates
- Hosted every zoom meeting
  - Lead the conversations and topics
- Came up with the game title and other game titles
- Wrote the thematic backstory
- Came up with direct theming of animals in a grocery store
- Put together the items for the feedback package
- Wrote and created concepts for critter cards
- Wrote and created concept for trap cards
- Formatted and designed the rule book
- Came up with ideas of what should be drawn for artwork
- Wrote meeting notes and edited all meeting logs
- Wrote the script for the video trailer
- Playtested the game
- Wrote in the playtesting log
- Wrote the inspiration paragraph
- Edited the finalized playtest log

#### **Lucas Kranabetter's Contributions:**

- Came up with the main original mechanical idea of the game in brainstorming
- Assisted with inspiration and inspiration paragraph
- Main writing of the rulebook
- Revising rulebook after playtests and design meetings.
- Keeping records of old rulebooks for reference
- Main creation and balancing of rules including:

- Solidifying of security mechanic
- Creation of original and final tile placement mechanics
- Created end game mechanics
- Created movement and card playing system
- Balanced rules
- Finalized rules
- Assisted in layout of online game
- Assisted in the creation and balancing of critter cards
- Assisted in the creation and balancing of trap cards
- Assisted in rulebook layout
- Reorganized and rewrote all playtest logs for final hand in
- Playtested the game

### Percentage Table

<b>Deliverables and other tasks</b>	<b>Katrina Kreschuk</b>	<b>Lucas Kranabetter</b>	<b>Ash Szeto</b>	<b>Sam Nygard</b>	<b>Marianne Gagnon</b>
Minutes taking (9 meetings total)	<b>44%</b>	<b>11%</b>	<b>12%</b>	<b>0%</b>	<b>33%</b>
Scheduling tasks and meetings	<b>84%</b>	<b>4%</b>	<b>4%</b>	<b>4%</b>	<b>4%</b>
Feedback package	<b>50%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>50%</b>
Brainstorm board	<b>10%</b>	<b>25%</b>	<b>25%</b>	<b>10%</b>	<b>30%</b>
Final game prototype on PlayingCards.io	<b>0%</b>	<b>10%</b>	<b>10%</b>	<b>0%</b>	<b>80%</b>
Alternative version of game prototype on PlayCards.io	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>100%</b>	<b>0%</b>
Game components design	<b>0%</b>	<b>0%</b>	<b>10%</b>	<b>0%</b>	<b>90%</b>
Website coding	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>100%</b>	<b>0%</b>
Website design	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>30%</b>	<b>70%</b>
Banner image	<b>0%</b>	<b>0%</b>	<b>50%</b>	<b>0%</b>	<b>50%</b>
Game's title	<b>90%</b>	<b>10%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>

Core Statement	<b>100%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>
Game trailer Script	<b>100%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>
Game trailer voiceover	<b>0%</b>	<b>0%</b>	<b>100%</b>	<b>0%</b>	<b>0%</b>
Game trailer editing and animation	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>100%</b>
Inspiration paragraph	<b>50%</b>	<b>50%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>
Game pillars	<b>85%</b>	<b>0%</b>	<b>5%</b>	<b>0%</b>	<b>10%</b>
Thematic Backstory	<b>100%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>
Critter Leader Backstory	<b>0%</b>	<b>0%</b>	<b>100%</b>	<b>0%</b>	<b>0%</b>
Visual Gallery	<b>0%</b>	<b>0%</b>	<b>40%</b>	<b>0%</b>	<b>60%</b>
Thematic Artwork	<b>0%</b>	<b>0%</b>	<b>95%</b>	<b>0%</b>	<b>5%</b>
Rulebook Writing	<b>5%</b>	<b>80%</b>	<b>0%</b>	<b>10%</b>	<b>5%</b>
Critter Card writing	<b>79%</b>	<b>13%</b>	<b>4%</b>	<b>0%</b>	<b>4%</b>
Trap Card writing	<b>30%</b>	<b>15%</b>	<b>55%</b>	<b>0%</b>	<b>0%</b>
Rulebook Design	<b>75%</b>	<b>10%</b>	<b>0%</b>	<b>0%</b>	<b>15%</b>
Group meeting full log	<b>0%</b>	<b>0%</b>	<b>100%</b>	<b>0%</b>	<b>0%</b>
Playtesting log notes	<b>30%</b>	<b>15%</b>	<b>25%</b>	<b>15%</b>	<b>15%</b>
Playtesting compilation	<b>0%</b>	<b>100%</b>	<b>0%</b>	<b>0%</b>	<b>0%</b>
Flowchart	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>90%</b>	<b>10%</b>
Quantitative analysis	<b>0%</b>	<b>0%</b>	<b>0%</b>	<b>80%</b>	<b>20%</b>
Member contribution document	<b>12.5%</b>	<b>12.5%</b>	<b>12.5%</b>	<b>12.5%</b>	<b>50%</b>
Main Dynamics, Trade-off and Dilemmas, Game Length	<b>0%</b>	<b>0%</b>	<b>100%</b>	<b>0%</b>	<b>0%</b>