

Team Member Contributions

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

Deliverables and other tasks	Katrina Kreschuk	Lucas Kranabetter	Ash Szeto	Sam Nygard	Marianne Gagnon
Minutes taking (9 meetings total)	44%	11%	12%	0%	33%
Scheduling tasks and meetings	84%	4%	4%	4%	4%
Feedback package	70%	0%	0%	0%	30%
Brainstorm board	10%	25%	25%	10%	30%
Final game prototype on PlayingCards.io	0%	10%	10%	0%	80%
Alternative version of game prototype on PlayCards.io	0%	0%	0%	100%	0%
Game components design	0%	0%	10%	0%	90%
Website	0%	0%	0%	80%	20%
Banner image	0%	0%	50%	0%	50%
Game's title	90%	10%	0%	0%	0%
Core Statement	100%	0%	0%	0%	0%
Game trailer Script	100%	0%	0%	0%	0%
Game trailer voiceover	0%	0%	100%	0%	0%
Game trailer editing and	0%	0%	0%	0%	100%

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