**Statement of Work**

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| Ryan Darrow (Project Lead) | * Organized the times for the meetings * Sent email updates with everyone’s progress and goals * Created the ProjectTimeline.docx document * Added the Title, Options, Credits screens * Added buttons to the Title screen to navigate between the Slot Machine, Options, and Credits screens * Added buttons on the Options and Credits screens to navigate back to the Title screen * Added a fade to black animation to the title screen when any of the buttons were pressed * Integrated the first draft machine design into the overall project and play tested * Added a Game Over screen * Assisted in the ProjectDocumentation.docx document | |
| Chris Krenz (Technical Lead) | * Updated models * Fixed the wheel animation * Created a ‘Wallet’ that tracks the winnings and displays them * Implemented a difficulty setting * Coin animation where it will stack up and can be grabbed and move around with the mouse * Added a display of remaining spins and updates based on hitting the return coin button |
| Jayden Raphino (Interface Lead) | * Created the Slot Wheel Payout Sheet * Designed the animated slot wheel with provided image textures in Blender * Designed the gold coin model in Blender |
| Mark Zhu (Specification Lead) | * Integrated different sound effects of the interface such as background music and buttons with the program * Integrated playing sound effect of the slot machine * Created the Project architecture slide |
| Matthew Rhee (Documentation Lead) | * Worked on the ProjectDocumentation.docx document * Created the StatementofWork document * Created the Control Flow document |