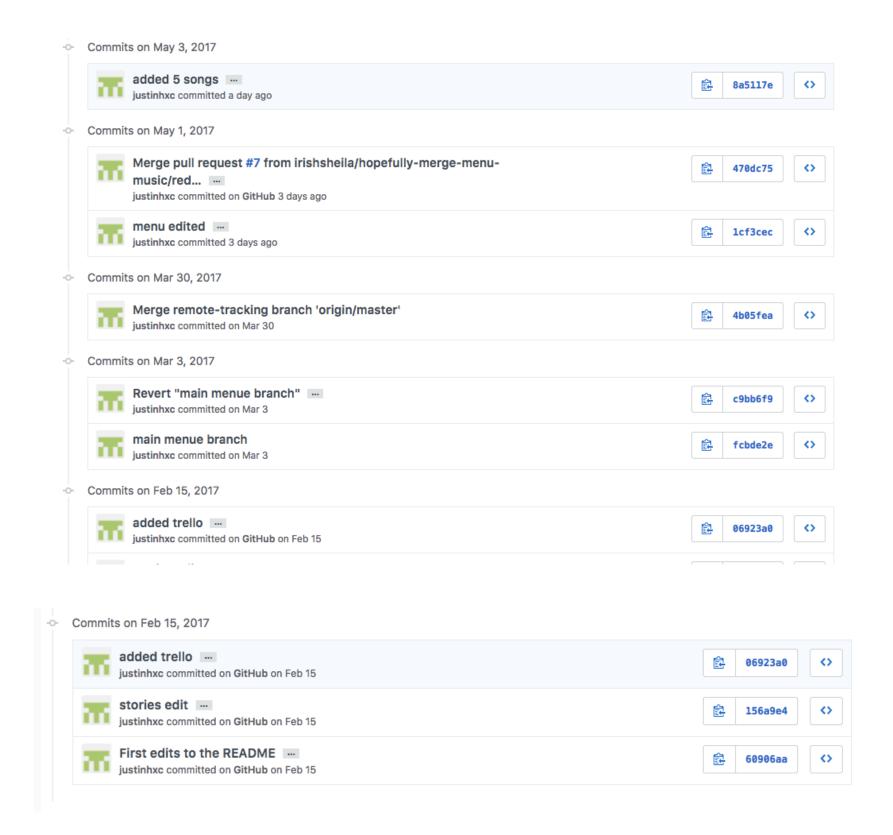
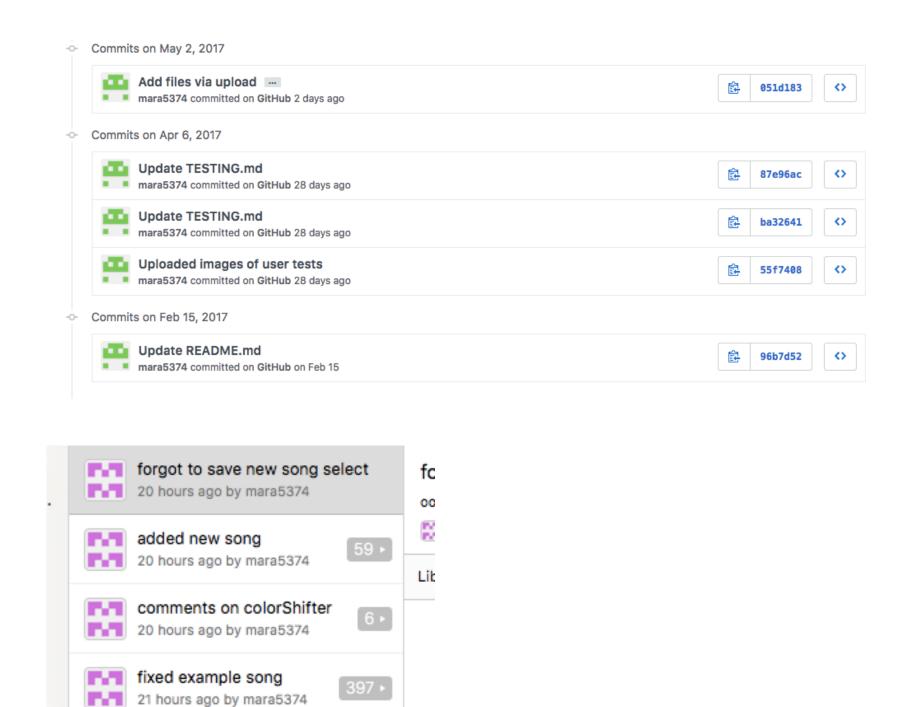
- Title: Rhythmic Color
- Who:
 - Sheila Doherty irishsheila
 - o Rafael Espinoza rambon99
 - o Justin Bryan justinhxc
 - o Daniel Rapacchietta dara1429
 - Madison Razook mara5374
- Project Tracker:
 - o Trello https://trello.com/ccs3308squad
 - Slack
- VCS: https://github.com/irishsheila/SoftwareDevProject3308
- Deployment: https://github.com/irishsheila/SoftwareDevProject3308/releases
- Auto-doc: Uploaded PDF to Github, titled Autodocumenter.pdf

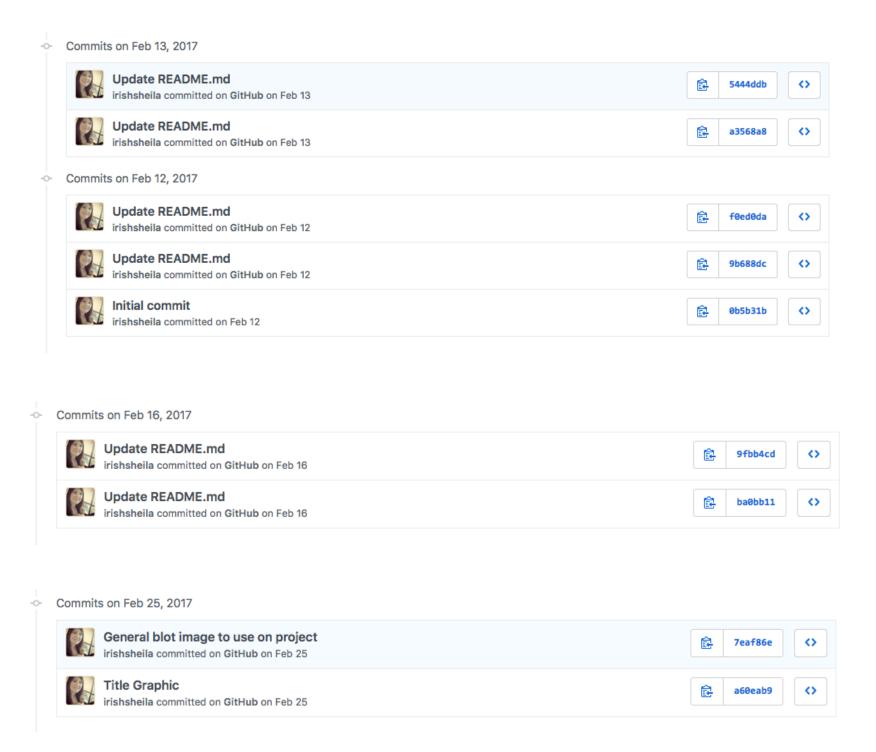
- Screenshot of each member's contributions throughout the semester from GitHub.
 - Justin Bryan I worked on front end of most menus(main, audio, help, and shifting logo colors). As well as adding 5 songs to our list.

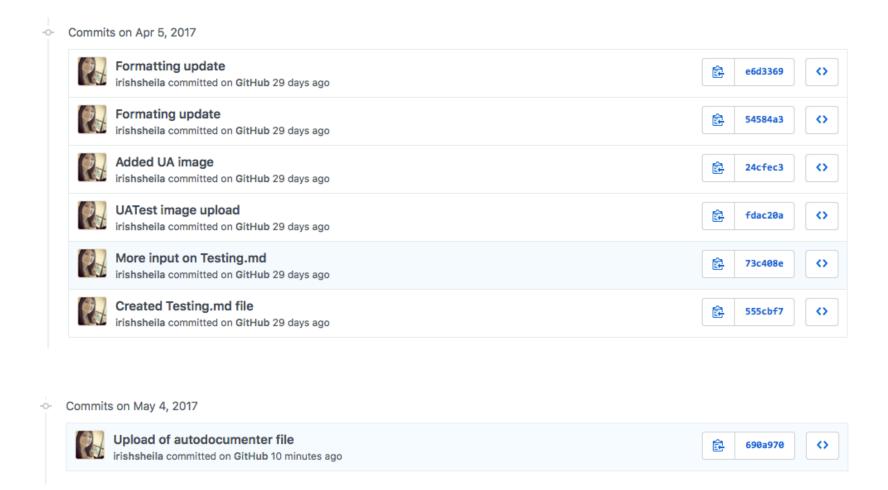


Madison Razook- I researched how to do a song maker, wrote test cases,
added 2 songs, and fixed issues with the game screen not working properly.

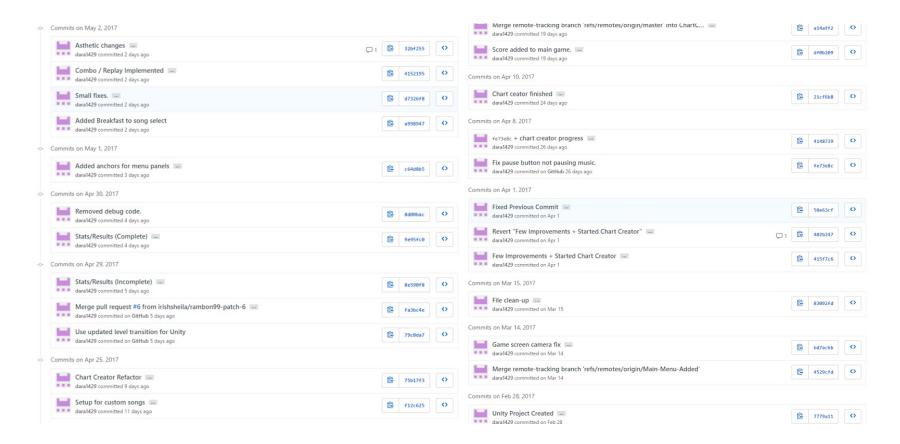


• Sheila Doherty - I created the initial Main Menu scene and the coding for the functionality of the buttons using C#. I also created our logo graphics and background graphics for the Menu scene. I conducted the UA testing on our project as well. Undocumented by Github, I did a lot of learning of C# and Unity through online tutorials and reading as I knew either of these going into this project.





 Daniel Rapacchietta - I designed the chart files for our songs and coded the read and write system for them. I also created the results screen and coded the stats displayed on it. Lastly i worked on some of the code for the song scenes and added visuals to them. In the final part of the project i tested and compiled the final build.



 Rafael Espinoza - I added the pause menu, user a file to show user input, automated test cases, and other minor bug fixes.

