**Project:** A Mix and Match Game: Anime Edition

**Coordinator:** Devon Woods

**Description:** This is a matching game, an anime edition, that requires its players to match similar elements. There are sixteen cards total, 8 pairs that are faced down in random positions. The players are required to turn over two cards at a time, with the aim being to turn over a matching pair, by using their memory. The goal is to complete the game within a time increment of a hundred seconds. In the case where the game is completed within the time, a victory banner will present itself and, in the case, where the time runs out, a defeat banner will be displayed. Additionally, when there is a victory, there will also be an account of how many flips the players made for the entire game.

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| **Name** | **Task** | **Hours Spent** | **Due Date** | **Brief Description** |
| Devon Woods | Coordinator for the project  Assign tasks to team members  Orchestrate meetings to discuss objectives.  Coder/Programmer for the CSS | 7 | 10/06/2020 | Organize meetings to discuss what needs to be done for the project. Also work on the CSS to better format the page and solidify the design. |
| Tony Derado | Coder/Programmer for the html | 2 | 10/06/2020 | Work on the pseudo-code for the website and work on the html for the website. |
| Natasha Mullings | Prepare the project’s objective sheet.  Record and edit the video for submission.  Gather the images for the design and assisted with CSS. | 3 | 10/07/2020 | Complete the objective sheet for the project. Also record and edit the video for presentation, then upload it to the YouTube channel. |