**Statement of Work**

**George Sorescu (Project Lead) -** I implemented much of the functionality for the main menu as well as the game setup. This is observed in the following objects obj\_menu, obj\_research, obj\_investment, obj\_mainmenutext-- where the variables we track throughout the game are initialized. I also developed much of the plot, the industries, as well as the progression of the game. The main menu and initial setup allow for a user to choose between 3 different industries (energy, computing, biotech -- with companies respectively involved in fusion energy, quantum computing, genetic engineering). I also directed work flow for what our members will work on, and made sure substantial progress was continuously being made to accelerate completion.

**Devin Bidstrup (Technical Lead) -** I implemented the background classes, i.e. obj\_company, obj\_other\_company\_1, obj\_other\_company\_2, obj\_room. I also implemented the enumerations such as industry\_enum and room\_enum which tie together different aspects of our project. The background classes and enumerations are used to keep track of your progress every day, and update given a user defined function which I also implemented. In addition to this I programmed the vacation room, market\_shares room, adjust\_working\_hours, industry\_choice, game\_over, and initial\_setup. I also worked to integrate everyone's separate code into one functioning project which included a lot of formatting and play testing in order to guarantee that everything functioned together and the variables interacted as they were supposed to.

**Samuel Krasnoff (Interface Lead) -** I implemented most of the interactive components in the game, including mouse selection of options and helped direct general game flow and format. I added a variety of options and choices to the main menu that allows for customizability of options and information needed to understand and begin the game. I also added the conference room that has people respond differently based on different global variables and statistics.

**Allen Zou (Specification Lead) -** I designed a minigame from scratch for the grant option in our game. I made a win function and created a way to integrate the minigame into our main function. I also spent time creating the project architecture document which shows everything that was done by the group in a visual format.

**Eric Rivera (Documentation) –** I developed the majority of the game concept and sequences within the game. I handled most of the documentation, managed the GitHub repository, and made the YouTube video.