**Project Lead**

My main role as the Project Lead was to continuously interface with all team members to maintain progress during development (calling and organizing meetings), as well as distributing objectives that we should all be completing. I organized the majority of meetings, and was vigilant of efforts being done and how close we were getting to completion. The Gantt chart below (figure 1) captures most of the objectives for the group project.

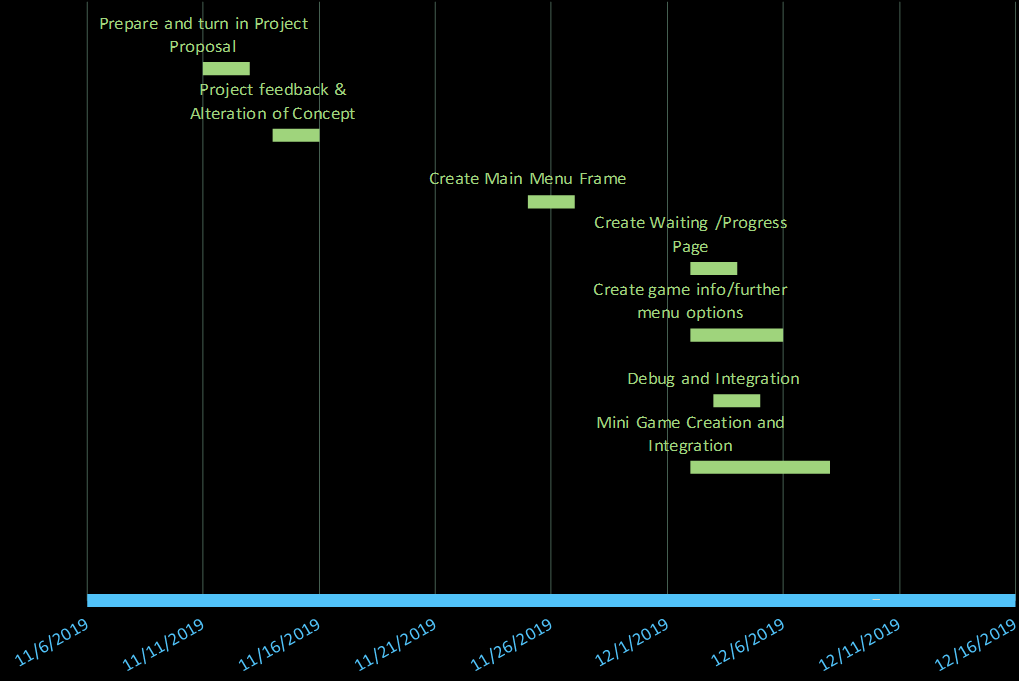


Figure 1. Gantt chart delineating objectives and their corresponding completion times.

*Although each member did contribute to much of the functionality of the game, the general bulk of certain components was segmented as such:*

**George**:

Implementation of much of the functionality for the main menu as well as the game setup. I created the objects: obj\_menu, obj\_research, obj\_investment, obj\_mainmenutext, obj\_fundsANDmarket.The main menu and initial setup allow for a user to choose between 3 different industries (energy, computing, biotech). I directed work flow for what our members will work on, and made sure substantial progress was continuously being made to accelerate completion.

**Sam:**

Implementation of most of the interactive components in the game, including mouse selection of options. Also aided in directing general game flow and format. Helped George develop options and choices in the main menu that allowed for customizability of options and information needed to understand and begin the game. Added the conference room that has people respond differently based on different global variables and statistics. Also created the major ‘events/accomplishments’ that the user will encounter at random during the progression of the game.

**Allen:**

We designated Allen to develop the minigame where the user can take a break from the game and jump around the map to collect bags of cash. Using the internal clock of the room, Allen determined certain metrics for time taken to complete the minigame, and based on them, would output different texts on the board’s sentiment with the game. This is tied to the global variables, and alters the market share and capital available.

**Eric**:

Eric was in charge of developing the bulk of the plot for the game, as well as helping to distribute creative ideas for what the game would progress like. We also designated Eric to develop the equations for how the game proceeds (variance and statistical manipulation of global variables). Eric also did a great amount of work on the main menu, where in he developed the modules (rooms) that describe to the user a general outline of the game.

**Devin:**

Devin was in charge of implementing the background classes, i.e. obj\_company, obj\_other\_company\_1, obj\_other\_company\_2, obj\_room. He also developed enumerations (such as industry\_enum and room\_enum) which are called throughout the game. 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. Devin also programmed the vacation room, market\_shares room, adjust\_working\_hours, industry\_choice, and initial\_setup. Because GameMaker is not the best agile environment, we sent our specified modular code to Devin so that he will integrate it on his machine. The final push to GitHub is from his machine.