

GUI Team Responsibility:

Builds the interface for users to interact with the game boards, such as move pieces, display game stats, and chat with opponents.

Roles:

- **10 available roles total**
- each team member of the GUI Team assumes **2 roles**

Game Interface Developer (4 (1 per game))

- Design and implement the game interfaces, where players can interact with the game
- Work closely with the Game Logic Team to ensure the correct game state is reflected in the interface

Chat Interface Developer (1)

- Design and implement the in-game chat interface where players can send and receive messages during gameplay
- Possibly work with the Networking Team

Profile & Authentication Interface Developer (2)

- Design and implement the profile & authentication interface, where users can, register/log-in, view their profile, game history, stats, and rankings, etc.
- Coordinate with the Authentication & Profile Team

Leaderboard & Matchmaking Interface Developer (2)

- Design and implement the leaderboard interface, where players can see their rank, win/loss records, and match performance.
- Design and implement the interface, where players can search for other players, available matches, queue for games, and see active game sessions
- Coordinate with the Leaderboard & Matchmaking Team

Interface Integration Developer (1)

- Design and implement the dashboard and navigation system that connects all screens in the application.

- Coordinate with all other GUI roles and the integration team to ensure seamless integration

Project Iteration 1 - Task Allocation:

Use Case Descriptions: each member completes at least 1

Use Case Diagrams: 1 person completes the diagram once all descriptions have been completed and reviewed by the team

GUI Diagrams: 3 people are assigned to completing low-fidelity GUI diagrams for core components

Class Diagrams: 3 people are assigned to completing the class diagrams for core components (coordinate with other sub-teams if necessary)