TECHNOLOGY STUDENT ASSOCIATION
PLAN OF WORK

Date	Task	Time Involved	Team member responsible	Comments
October 24th 1	Planning and dividing the work	1 hour	Jude Kauffman Tyler Houp Patryck Webster	Jude would be lead on website and Tyler as game and Patryck as reviewer/tester.
November 28th 2	Information architecture of site	30 minutes	Jude Kauffman Tyler Houp Patryck Webster	Determined how the site and game were to be organized.
December 3rd 3	Research cloud computing and game development with Unity	2 hours and 30 minutes	Jude Kauffman Tyler Houp	Jude researched cloud computing and Tyler look at Unity tutorials.
December 10th 4	Worked on pros and cons page + examples page	30 minutes	Jude Kauffman Tyler Houp Patryck Webster	We all worked on pros-cons and examples page.
December 17th 5	Worked on references and index page	45 minutes	Jude Kauffman Tyler Houp Patryck Webster	We all worked on references + index page.
January 6th – January 8th 6	Made edits and added images + finished final level in game	3 hours	Jude Kauffman Tyler Houp Patryck Webster	Made edits based on testers feedback.

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