

Hanson Nguyen

Core: Hanson was in charge of creating the Score Fields, Winner Field, and the Roll Dice and Ready buttons.

Reach: Hanson was in charge of creating the rolling dice function and setting up the ThingSpeak/Multiplayer aspect of the game.

Joseph and Noah agree that Hanson performed these tasks. Hanson worked a lot on the ThingSpeak part and did a very good job implementing it into our game.

Noah Burrows

Core: Noah was in charge of keeping track of the previous player rolls and the score display functions.

Reach: Noah was in charge of updating previous rolls in a table in the GUI, along with updating scores, and displaying any values that needed to be displayed.

Joseph and Hanson agree that Noah performed these tasks

Joseph Melman

Core: Joseph was in charge of finding and displaying images, along with creating the buttons for picking players.

Reach: Joseph was in charge of determining each player's score after a dice roll, displaying the dice image animations based on the rolls, and incorporating the dice rolling sound.

Hanson and Noah agree that Joseph performed these tasks