**Management Tools:**

We used Trello to manage the project, it is effective and helpful for showing us what things we need to do for our game to make it better and what has already been done, we can allocate tasks to different members of the team which allows us to fix the problems and improve the game easier and faster and helps with the time management of the game.

Graphical user interface, application

Description automatically generated

**Collaboration Tools:**

We used GITHUB to collaborate with each other throughout the project, we upload assets and changes to GITHUB which the group can see and give feedback about it or add it to our game, GITHUB is useful and allowed us to create the game more effectively by letting us have access to the assets online and being able to upload it with relative ease.

Graphical user interface, text, application, email

Description automatically generated

**Roles:**

Scrum Master: Isabelle Graselli

Product Owner: Kieron Rogers

Developers:

* Jake Bruin
* Ricardo Monteiro
* Raimonds Priede
* Abdiweli Dinea

**Agile Development**

At the start of the project we held a few meetings to discuss what game we are going to create and discuss the level of complexity and who is comfortable doing certain parts of the game, we further developed the ideas throughout the sprints and developed a schedule so we know what should be done and what date it should be done by.

Chart

Description automatically generated with low confidence

Throughout the development of our project we held meetings weekly to ensure we are being productive to the game, we were individually assigned separate tasks in order to develop the game more effectively, after we were happy with what we are making and what our goals our we started designing the games like weapons and the characters.

Link To Trello:  
<https://trello.com/b/45ZA9hY6/cupid-game>

Link To GitHub: <https://github.com/issygrr/Cupid-Game>