**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:**

**Roles:**

Scrum Master: Isabelle Graselli

Product Owner: Kieron Rogers

Developers:

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

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

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