Roles and tasks among group members

To ensure that the creation of our game runs as smoothly as possible we have dictated roles and specific tasks to each member. This section of the document will discuss the roles of each group member and the various tasks that they should be expected to complete.

Jack Hoyle – Lead Programmer/Designer  
Jack’s role within the team will be that of the lead programmer/designer. He will have

Daniel Materson – Programmer/Sound Engineer  
Daniels role within the team will also be that of a programmer and sound engineer for the game, he will be assisting with the writing of the game and also ensuring that features are implemented whilst following the time plan. Daniel will also have the job of creating the base engine of the game that we will be expanding on to ensure that we have a good base to work from.

Furthermore Daniel will also have the responsibility of creating or finding any sound assets that will be available within the game, to ensure that it is relevant and works well within the game.

Adam Kadowski – Programmer/Artist  
Adam’s role within the team will be that of a programmer and artist. Like the previous two members of the group he will be writing the game itself and ensuring that all of the features are implemented on time and within the constraints of the time plan.

Furthermore Adam will be in charge of the various different art resources that will be available within the game, he will be in charge of finding relevant open source assets that can be used and also creating his own when needed.

Josh Gibson/Philip Devine – Producers/Project Managers/Testing  
Josh and Philips’ role within the team will be to handle to producing side of the project. It is essential for the project to be run smoothly that it is managed and it will be their job to ensure that the project is on track and also that each member of the group is made fully aware about things such as meeting time and locations, it will also be the job of these two members of the group to check the current progress of the task against the created time plan to assign tasks accordingly. When checking against the plan it is also important to update the plan to reflect any changes that may have occurred during that week. To continue to ensure that the project will stay on track.

It will also be up to these members of the team to produce and quality control any documentation that will be attached to the project. This will include the maintenance and completion of the design document, as well as any user documentation that will be produced. They will also be in charge of ensuring that all meetings are documented, including timesheets and minutes documents.

When the project is completed it will also need to be tested, as these two members of the group will not have had as much of as hands-on input when it comes to programming the game itself they will be the best candidates when it comes to testing the game as they complete tasks as a user rather than a developer. This will help to provide a more in-depth testing document and help minimise errors when the project is completed.