Individual Contribution – Josh Gibson

During the creation of this project my contribution has been largely documentation related. I have created and updated some of the various different documents that need to be delivered to ensure the project runs as smoothly as possible and that all of the data needed for each member of the group is readily available in one place

I started by creating a document that helped to describe each team members role within the project. It describes their individual role and also what they need to complete to ensure that the project is completed to the highest standard possible, I also helped with the implementation of the initial design document, adding some new ideas and also tuning some of the existing ones, ensuring we were making the best game we possibly could that matched the clients specification.

During the second week I then refined the design document that we already had, adding some of the other ideas that we had come up with over the meetings during the week, I also created a new time-plan for us to follow that was more tailored to the progress we had already made and also implemented any new ideas that we may have had.

I then went on to create a marketing plan for the project, which looks at the best possible options for marketing the game if we were looking to place it in a commercial environment. Looking at best places to market the product and also what audiences to aim the game towards.

Finally I looked at creating a user manual for any potential users of the game both for possible gamers and also anyone within the psychology field who would have admin control to alter the game how they wanted