To develop our Coding Challenge Game, we used the Scrum framework to streamline our development process and enhance collaboration. Each team member was assigned specific roles and tasks that played to their strengths and were crucial for the project's success.

- Jason set up the GitHub repository, which served as the central hub for our codebase. He initialized the repository with the essential files and laid the foundation of our application's code, ensuring a strong start for the development phase.

- Bilal was responsible for compiling the product backlog, which included all the tasks and features required for the project's completion. He also focused on the CSS styling to improve the user interface's aesthetics and usability. Furthermore, Bilal compiled the sprint backlogs to initialize each sprint, which we used as a blueprint to complete different tasks.

- Ikenna crafted the project timeline, setting key milestones and deadlines to keep the team on track. Additionally, he developed the backend logic for button switching, enhancing the interactive aspects of our application.

- David took on the responsibility of creating the deployment diagram, which outlined how our software components would be deployed. He also handled the testing phase, ensuring that all functionalities met the necessary criteria before deployment.

This structured approach not only facilitated effective teamwork but also helped us meet our project goals efficiently and on time.