**Statement of Work**

**C(++)’s Get Degrees**

Cooper Salmon:

I worked on the backend, specifically Pokemon class, Battle class, and type effectiveness. I worked closely with Shaurya as well, since a lot of our code had to work together. I also worked with some frontend to add more functions that would make accessibility easier.

Lindsey Volk:

I worked on the frontend. I created and helped create many of the UIs in Android studio. I also worked on making sure the game flow was correct and that objects and object states that were created in an activity were passed to the next activity without being overwritten.

Kathryn (Katie) Lewis:

I worked on the frontend, specifically with the Catching Pokemon feature. I created the UI for this in Android studio. This comprised of creating a main activity for the “catching” in the form of a grid of image buttons, as well as secondary activities for each outcome of clicking on those buttons. I made pop up windows for each type of Pokemon that could be caught and worked the Lindsey to store this information in a players roster.

Shaurya Atal:

Coded for the backend. Started by designing the general battle process and initial class architecture. Coded the player class and the Roster ArrayList system. Also came up with many user interface processes.

Kevin Arseneault:

I worked on the frontend. I was responsible for creating the Pokemon selection and Battle interface systems using Android Studio. I also implemented the dynamic updating of various interface elements and the transfer of information between separate activities.

Ashley Hamlin:

I worked on the initial logic of the game and the frontend for the Battle Arena. The Battle Interface was done so that items could be added and removed from the rosters. The information heavily relied on other components, so there was a lot of soft-coding and logic as well as editing pre-written functions. I also helped with other documents. I worked very closely with Kip on the Android Studio specific information.