Roles Assignment

1. Lead Programmer (Tanna James)

Main responsibility: building the core game

Responsible for:

- Main game loop
- Input handling
- Game flow (start → play → end)
- Connecting all parts of the game

2. Game Systems Programmer (Jedidiah Anselm)

Main responsibility: building the game features and mechanics

Responsible for:

- Scoring system
- Timer system
- Rounds or levels
- Win/lose conditions
- Object movement

3. Interface & Menu Programmer (Makayla Green)

Main responsibility: what the player sees and interacts with

Responsible for:

- Start screen
- Instructions screen
- Pause menu
- Game over screen
- Score and status display

4. Gameplay Support Programmer & GitHub Coordinator (Makai Hurst)

**Main responsibility: building game features and keeping the project
organized**

This student is both a programmer and the team's GitHub coordinator.

Responsible for:

- Game features and mechanics

- Object behavior and movement
- Supporting gameplay functions
- GitHub repository
- Making sure code is uploaded correctly

5. Technical Project Manager & Programmer (Miriangie Rondon)

Main responsibility: keeping the team on schedule while helping build the game

This student is both a programmer and the team's organizer.

Responsible for:
- Game features
- Utility functions
- Testing tools
- Managing the Trello board
- Weekly task planning & sprint updates
- Progress tracking