***Roles***

*It is sometimes useful to define roles for particular participants, such as Lead Developer, or Technical Designer, or User Interface Designer. It is also possible that roles are changed from week to week, depending on what needs to be done next. Have you defined any specific roles for your project? If so, describe and justify these. If not, describe your process and justify why there are no specific roles.*

Due to the depth of our application we are not at the stage of having specified roles as such. Each member has contributed to different aspects of our application which has allowed us to develop a plan for our project.

* Connor, Corbin and Vanessa focused on research and requirements regarding The SocialCare Chat application
* Ollie focused on team analysis
* Natalie focused on the designs for The SocialCare Chat website, as well as the app demo and video presentation
* Vanessa also focused on the final report and management of the team and project

We found that having this set up worked best for our team as there was still a lot of discovery and collaboration required. The team did this on topics throughout and managed to align their thoughts on the desired result and flesh out what we think will and won’t work.

Moving forward, based on strengths of each individuals, roles would appear to look something along the lines of this:

Designer – Natalie

Developer – Corbin

Cybersecurity – Connor

Research and data analysis – Vanessa

Marketing and testing - Ollie