**Global Classroom Roles**

Each member of the group has a main role and a programming role.

Programming role for each member will be decided after setting initial requirements for the project.

|  |  |
| --- | --- |
| Project Manager / Documenter | Eoin Smyth |
| Lead Programmer | Eryk Szlachetka |
| Lead Software Engineer | Jake Young |
| Software Engineer / Researcher | Elliot Igoel |
| UX/UI Designer / Database Designer | Robert Wijntjes |
|  |  |

**Project Manager**

The main role of the Project Manager is to deal with organisational matters including:

* Division of work
* Developing time plans
* Developing work procedures
* Keep an eye on the progress and decide what each member should deliver on weekly basis.
* Using Microsoft Project or alternative software.

**Lead Programmer**

The main role of Lead Programmer is to understand the coding requirements for each aspect of the software and to be able to separate the work for each programmer in the team.

**Software Engineer**

The main role of the Software Engineer is to identify the user and system requirements for the system architecture to develop appropriate plan that will allow for coding the software.

This will include:

* Use Case Diagram with Main Flow, Alternative Flow, Error Flow
* Analysis Classes
* Sequence Diagram
* Design Classes
* OCL

Software Engineer roles are divided for two people, **Lead Software Engineer** is responsible for dividing the work between the two software engineers and has to be able to put the work together.

**UX/UI Designer**

The role of Lead **UX (User Experience) / UI (User Interface) Designer** is to develop prototypes of the GUI (Graphical User Interface) and also to design the best user – system interaction experience based on appropriate research.