List of Contributions

**Included .py Files & Creators:**

Games >

* IntegerRecall.py (Tim)
* ReactionGame.py (Tim)

Launcher Files >

* \_\_init\_\_.py (Nick)
* getpip.py (Internet) #simply downloads pip
* launcher\_screen.py (Nick)
* leaderboard.py (Tim)
* loading\_screen.py (Nick)
* loginWindow.py (Tim)
* server\_data.py (Nick & Tim)

**Roles and Responsibilities:**

Tim >

* Created two small games which would integrate with the launcher and record users high scores, time played, and games played and upload it to the database.
* Created a secure login and register form that would allow users to create an account and sign into their account from any instance of the program. On creation of account the instance of the user also had to be added to 4 different databases for storing all the statistics we required.
* Responsible for all the storing and updating of elements in the database (friend requests, scores, etc.)
* Created a module used for displaying all the leaderboard information and for updating the database. This module had to search, sort and display a table for showing rankings amongst users. It is used for different purposes in different files and therefore had to be versatile. (Friend & Global Leaderboard, Detailed and basic variations, title or no title, etc.)
* Responsible for creating the instruction manual, this document and the progress report.

Nick >

* Responsible for creating and developing a GUI for the main launcher interface.
* Created a unique, advanced GUI that allows for scrolling, hovers, custom frame, custom menu bars and multiple overlapping windows.
* Created the instant messaging feature which allows for users to talk in real time.
* Developed the method in which users would add each other as friends using information provided from database.
* Created a user friendly and intuitive GUI that is easy to use and visually appealing.

Both >

* Responsible for integration of each others files and modules.
* Responsible for intensive debugging and testing processes
* Responsible for creating code that was easy to implement and for each other to use
* Were able to communicate extremely effectively to schedule the project and prioritize tasks
* Responsible for creating a unique innovative application that allowed us to learn a lot about team work and web services