

Contribution Log:

Task:	Assigned To:
Decide game concept, idea/theme	Everyone
Start/set up website	James 75%, Dami 25%
Create banner	Kylie 100%
Create a core statement	James 100%
Create Trailer	Kylie 100%
Summary paragraph for context	James 50% Dami 50%
Establish 3 game pillars	James 50% Dami 50%
Backstory creativity	James 50% Dami 50%
Create a visual gallery	Kylie
Rule book	James 50% Dami 50%
Group Meeting Logbook/Secretary	Kylie 100%
Playtesting phase/Log	James 50% Dami 50%
Flowchart	James 100%
Analysis	Josh 50% Jamal 50%
Description of: <ul style="list-style-type: none"> - main game dynamics - trade-offs and dilemmas that emerge in gameplay - length of the play session 	James 50% Dami 50%
Ensure the game meets the criteria of: <ul style="list-style-type: none"> - randomness component - strategy and skill component - some kind of background narrative premise/storyworld aspect - print-to-play game 	Kylie 100%

<ul style="list-style-type: none"> - Prototype from which a real board game can be produced - Prototype for a digital board game. 	
Format all of the above tasks according to assignment requirements	Everyone with their respective sections/tasks
Log of contribution (refer to tasks above to see who did what)	Kylie 100%
Finalize the project and ensure all parts are in order	Everyone with their respective sections/tasks