# STATEMENT OF WORK

* Scope of work – Software: Flash, PhotoShop, AfterEffects, Pro Tools

Hardware: general recording equipment, the scanner, PC, MAC

* Location of work: DeVry Addison, homes, VNote Studio
* Applicability standards: will apply when the game is ported to the 3DS platform
* Acceptance criteria – The client wants to have a complete working version of the Captain Heart game in the first term. The client wants to have a complete working version of the Captain Heart and Super Brain in the second term.
* Special requirements – There are no special requirements for the PC version of this game. For The Nintendo 3DS there will be changes within the game as well as hardware and software use.

Jen:

* Music
* Sounds
* Audio Programming
* Milestone: Foley work (sounds) will be completed by 4/3/2012
* Milestone: Music will be completed by 4/10/2012
* Milestone: Audio programming will be done by 4/17/2012

Geoff:

* 2 Challenge Maps (Food Pyramid Platform&Blood Pump, Rhythm)
* Programming
* HUD
* Milestone: Mini game 1 full prototype 3/27/2012
* Milestone: Mini game 2 full prototype 4/17/2012

Christos:

* 1 Challenge Maps(Side Scrolling Cholesterol clear game)
* Programming
* HUD
* Milestone: Mini game working 1 version by 03/27/12
* Milestone: Mini game 2 working version 04/03/12

Jon:

* 2 Challenge Maps(Food Mix & Match, Blood Vessel Mazes 3 Level)
* Programming
* HUD
* Milestone: provide Adobe software 3/13/12-3/17/12
* Milestone: work on the first challenge map 3/13/12-3/24/12

Chris:

* Art
* Characters
* Milestone: Art will be done by 3/27/2012
* Milestone: Characters 3/10/2012

Tanner:

* Trivia Questions , End of Story
* Lead Programmer
* Menu
* Game Play
* Website
* Milestone: Website published and each page populated 3/18/2012
* Milestone: Menu screen set up with working buttons 3/18/2012
* Milestone: intro text for book 3/25/2012