Team roles and responsibilities

Teamwork is key to success (and key to being a good engineer)!

All of your team members are Faraday Code Crew Software Engineers today but often engineering teams need to take on other responsibilities to make sure they get the job done.

Look at the responsibilities below and think about who in your team has the skills to manage the production of your prototypes. Not everyone needs to have a responsibility so you can decide which ones are needed to make sure your team works effectively.

Project manager – This person will manage the project and will need to:

- Check out the assessment information so your team scores maximum marks.
- Make sure your team is working as one and that both ideas are in the same theme.
- Keep your team's Planning and Reflections sheet up to date or delegate this to a team member.

Accountant – This person will manage the budget for your idea and will need to:

- Keep accurate records of what has been bought and sold back to the shop using the accounting sheet provided and present this to shopkeeper when the shop closes.
- Decide what materials need to be bought and do the buying.
- Be the expert on the prices of all the materials and advise which are best to use in terms of their cost.

Marketing manager – This person will be responsible for your pitch and will need to:

- Lead the team in deciding what you would call your prototypes and how they might be used in the real world.
- Lead the team in developing a good pitch to sell your product to the judges.
- Make sure all your team plays a role in the final presentation.

Time keeper – This person will make sure that your team keeps to time and will need to:

- Check out the schedule for the day in the Student Booklet so that they know what has to be done and by what time.
- Keep an eye on the clock and make sure your team is aware of any time pressures.
- Ensure your team makes maximum use of the time available – no-one should have nothing to do during the day!

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