Team roles and responsibilities

Each team must have:

Project manager –will manage the project and will need to:
- Check out the assessment information so your team scores maximum marks.
- Make sure the team is working as one and that everyone understands the project.
- Keep your team's Planning and Reflections sheet up to date or delegate this to a team member.

Accountant – will manage the budget for your idea and will need to:
- Decide what materials need to be bought and do the buying.
- Keep accurate records of what has been bought and sold back to the shop.
- Be the expert on the prices of all the materials and advise which are best to use in terms of their cost.

Your team may also consider having one or more of the following roles or you can devise your own roles:

Client Communication officer – responsible for co-ordinating the client presentation.
- Lead the team in developing the presentation to the client.
- Ensure all members of your team understand your product and are involved in the presentation.

Performance engineer – responsible for performance and will need to:
- Check the performance of your product throughout the development period to ensure they work effectively and as intended.
- Guide the team in making good decisions about the materials you will use to build the product and the ways in which you will use your budget.

Environmental engineer – will understand the environment your products will need to work in and will need to:
- Research the environments your attraction will need to take into account and guide the team in developing ways to manage these effectively.

Safety officer – responsible for the safety of your team and will need to:
- Monitor the working conditions of your team to it remains tidy and everyone is safe.
- Advise on any health and safety issues arising.

Electronic engineer – responsible for the use of electronic components and will need to:
- Advise on the purchase and assembly of any electronic components.
- Read the 'How to sheets' relating to any electronic components to ensure these are used safely and correctly.

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