Noah:

1. Code classes as overhead (actors, controllers, pawns, etc.), character controller, dialogue systems for characters, and some work on boss AI. Sound design.
   1. Order of work:
      1. Overhead/class framework
      2. Character controller
      3. Boss AI
      4. Dialogue
      5. Sound design

Jared:

* In-game Sprites and animations, character designs and some dialogue. Assistance with boss AI and weapon/attack scripts. Sound design :)

Nicole:

* Background art, character designs, music/sound design