Ganymedean Knight

# Project Team and Allocated Roles

Team: Alex, Anthony, Arshia, Dylan, Kevin, Matthews, Michael

1. Game Design
   1. Game concept
   2. Core Mechanics
   3. Interaction
   4. Level design
2. Project Documentation
   1. writing of the High Concept Document
   2. writing of the Game Treatment Document
   3. writing of the Design Document and Progress Report
   4. writing of the Final Project Document
3. Management
   1. keep track and backup code base
   2. make sure people are getting things done
4. 3D/2D modeling
5. Programming
   1. GUI programming
   2. Game play
   3. Camera Control
   4. Character control
6. Testing
   1. test each level systematically
   2. report bugs to coders

# High Concept Document

# Game Treatment Document