Colby and I brainstormed the idea for the project and both agreed to use the bikeman from our previous project. I worked on the blender models and figuring out how to use the object loader to get the blender models to work in openGL. Colby set up the initial play area and got the initial commands. We collaborated on how to get the bounding boxes working and how to keep the user from leaving the play area. Colby did the animation to allow the tree to fall and the steering wheel to move, and I modeled the tree and the steering wheel.