Project journal

Jeffrey Maxwell - Team Leader
- Helped keep everybody organized
- Created kill zones that kill the player

Nathan Zimmer - Asset Manager
- Created the assets and animated them
- Added the sounds
- Added enemies

Van DeSantis - Documentarian
- Created game over menu
- Wrote User guide and project journal

Gabriel Alvarado - Coding/Dev
- Added the player movement

Bret Wood - Coding/Dev
- Designed the levels
- Created the HUD

Problems:
We had a merge conflict on one of our scenes. We eventually were able to roll it back to a version that was working. Then we decided on a strategy to prevent these kinds of conflicts in the future.