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| Esther (Sound) | Ethan (Art) | ToBY (Programmer) | Frank (Director) |
| Identify correct sound files | Identify correct art files | Identify correct program files | Add animations |
| Add sound files to assets in game | Build the level visually | Implement all the tiles | Build title screen |
| Identified – Toby | Complete - Frank | Complete- Esther | Complete - Toby |