Daniel Kufer
Ethan Herndon
Matthew Reyes
Jaclyn Libart

Project 02 (Group): Initial tasks and MVP
"OtterCraft" - Title can be changed

1. Who is on the team?
   Daniel Kufer
   Ethan Herndon
   Matthew Reyes
   Jaclyn Libart

2. What will each member of the team contribute?
   Daniel Kufer: An emphasis on scripting will divide minimal scripts with Ethan and provide UI for in game currency and statistics.
   Ethan Herndon: Create scripts for the games functionality. This will involve building units on flat terrain, currency, and supply count and units being made from buildings.
   Matthew Reyes: Taking on the artistic approach, he will create/find assets for the buildings and units.
   Jaclyn Libart: Create the games menu and provide/create sounds for the game. This involves '*construct additional pylons*' etc.

Games Main Attributes.
   Currency/Supply Count
   Map/Minimap
   Units/Buildings

3. What will the deliverables be for EACH WEEK?
   Rough Roadmap
   Milestone 1 - 11/13:
   Exploring our tasks and having a prototype version working.
   Milestone 2 - 11/20:
   Have a refined version of our tasks and start assembling our tasks into the main level.
   Milestone 3 - 12/4:
   Have a game that completes all the goals we originally set out to do in step 2