Title: Unity Platformer

Vision: "To make a game that uses ideals from old-school platformers, while making it as playable and addicting as today's mobile app games."

Who: Jonathan Mai, Eric Thuc Tran, Michael Chung, Justin Tang

Database: Mysql

E-R Diagram:

ID	Worker
1	Jonathan Mai
2	Eric Tran
3	Justin Tang
4	Michael Chung

pID	Position	Description
1	Player	Sprite Artwork, animation, camera use, gameplay
2	Environment	Background art, obstacles& level design
3	GUI	Menu functionality, screens, settings, score
4	Enemy AI	Variety of Enemies(Sprite,animation,ai)

IDs	General Work
1 4	Health&Damage Scripts
1 2	Lives&Difficulty System
1 2 3	Game Camera Speed & Settings