**Group Members:**

**Jaells Naranjo:**

Created Repo

Created an 8bit song for game using FL Studio.

Wrote most of the story.

Created some visual assets.

Created most of the scripting.

Did a lot of the research.

**Jianlin Chen:**

Created/obtained most of the visual assets (All images were either created from scratch or were modified from images that were either labeled for reuse, or reuse with modification.)

Wrote scene for Kirov’s assassination. (Not implemented into the project yet.)

Came up with premise for having game set in Soviet Union during the Great Purge and having the player participate in making it happen.

Create an 8bit song for game using GarageBand.

**List of Tasks:**

Integrate Kirov’s assassination into the game. Probably around 2 or 3 nodes will be needed. (Jianlin Chen)

Implement the Great Purge Spreading from the party to the general population. This includes the gulags getting purged. Will likely require about 30 nodes. (Both of us)

Have the game end at around 1938 with the false accusation of Dmitri Mushektov. The player can choose to give the order to arrest him (in which case the events transpire as they did in real life and Mushektov is executed), or let him escape (in which case the player will be the next to be purged).

Make a few more assets, including modifying a picture of Mushektov (if labeled for reuse) to match the pixelated art style of the game. (Both of us)

**Team Work issues**

Communication. Our communication during this week was temporarily cut off, due to a malfunction/bug in the groupMe app that we were using to communicate. We have since fixed the bug; we’ve come up with a back up communication method in case the bug occurs again.