# Ideas:

# Systems to implement:

System – Name of person to implement

Level 1 Scene Design – Millie

Enemy One AI – Millie

Enemy Two AI – Millie

Power up One – Millie

Camera movement – Millie

Moving Platforms –

# Systems implemented:

System – Who implemented

Player movement – Adam

Power up Two – Adam

Coin Boxes – Adam

Score tracking – Adam

Enemy Three AI – Adam

“Down pipe” (Teleporter) – Adam