A Game by Sheyla and Kira

When your team is available to work outside of class
- We are available at all times, and will let each other know if any commitments come up during the project development cycle.

A task list of everything that will need to be created for this project (reference your design doc to list scripts for mechanics, art assets, sound collection)

- Tilemap/set (environment sprites that match our theme) Sourced from online.
- 3 animal sprites. Sourced from online.
- Idle animation for 3 sprites made.
- 2 art ending splash screens
- A main menu
- Sprite text boxes for menu and battle scenes
- BGM & Sound effects
- Scripts for text boxes and visual novels and menu
- Points system

A plan for dividing the work (Will you each create a level and share assets/scripts? Who will create what scripts?)
- We will divide the project work by half.
- One fight scene will be created by Sheyla. The second scene will be created by Kira.
- We will contribute both to the two ending screens.
- Scripts will be divided by us, but we will work on them together
- Sprite scene & menu building will be built by us

Miro: https://miro.com/app/board/o9J_lRo5mso=/?fromRedirect=1
Github: https://github.com/sheylavperez/IGM-Group-Project