Game Name: Hello, Miguel!: A Party Game
Group Name: Don't Over Think It! (DOTI)

Name	Role	Task
Jayk Malhberg C. Ramolete	Global System Developer	- Artwork - Guest Variables - Global Game State
RC De Dios	Global UI/UX Developer	- Global UI Designer - Mouse/Key Events Programmer
Johann Ezekiel Rondilla	Global System Developer	- Start/Pause/End Screens - Main Menu
Mico Angelo Cruz Tazarte	Battle System Developer	- Battle System State - Synchronizing the Battle System to the Global System
Russell Gee Pelobello	Battle UI/UX Developer	- Battle System Designer - Mouse/Key Events Programmer
Salazar Raphael	Universal System Developer	- Universal System Database (Save, Load, Delete)