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| NICO | BRAEDON |
| * Project manager duties * Modeling bear(s) * Concept art for environments (sketches) * Main programmer * Model one of each environment asset   + Tree   + Rocks   + Bush   + Ice burg | * Model penguin * Model hare * Concept art for UI (logbook and interactions) * Final work for UI logbook * Model one of each environment asset   + Tree   + Rocks   + Bush   + Ice burg   + Bees nest   + Trees with hole (re-textured tree) |
| ROCHELLE | TORI |
| * Model seal * Model fox * Final art for UI interaction interface (camera, hovering cursor) * Animal concept art * Final animal drawings * Model one of each environment asset   + Tree   + Rocks   + Bush   + Ice burg   + Stick   + Snowman   + carrot * Team branding (logo) | * Game audio * Model frog * Model woodpecker * Concept art animals * Final art animals * Model one of each environment asset   + Tree   + Rocks   + Bush   + Ice burg   + Fish * Social media/marketing * Final documentation |