**What we agree on:**

Anthony will be doing 3D modeling work and texturing for the models. He will be working on the wall models, character models, any item models, and various object models in the game. Sean McNulty will be doing sound design and texturing for the models. He will be creating various ambiance sounds, enemy sounds, footstep sounds, and item sounds as well as texting on various models such as the walls and items. Jayden Currence will be doing world construction and will be working on the player controller. Jayden will be putting the world together in Unity using the 3D models and sounds and will work on various mechanics such as the player controller. Tiffany Skindell will be working on enemy behavior and progression management. She will be coding the enemy behavior, various menu mechanics, and various item mechanics.

**How we communicate:**

We will be communicating through the Discord app. We will use text chat for simple communication and if there is a more complex subject to discuss, we will use a voice chat. We will also use the screen sharing feature in the voice chat if the need arises. If there are any problems that come up, we will be able to contact each other using these various communication methods.

**How we store and access data:**

We have a GitHub repository to transfer project files back and forth in between us. This allows us to have the most updated version of our project. We will also have separate branches of project versions if we need to in order for us to work on the project simultaneously. Through this method, we can compare versions and pick and choose what ideas and mechanics we want to bring to the final version. For smaller files, we will also use Discord to more quickly transfer files to each other.