

Craig:

- fixed player movement networking
- created CTF logical scripts
- networked all aspects of CTF

Dash:

- Squashed bugs relating to player movement
- Created an unused City map

Julius:

- Added more animations. Filled out the current map with some level design that uses the ideas from Dash's map.

Parshva:

- Did further work on FSA
- Networking test dummy
- Solved Some balancing issues

Robert:

- Player networking

Devin:

- Created terrain, textures, music, and sound