Duties

Austin:

* Begin development of main game to include each of the ‘worlds’
* Begin development of next week’s game, i.e we are on week 1 begin set up for week 2.
* Creation of autoload or custom resources

Sannidhi:

* Collect in game assets (images, sounds, etc.)
* Level/Cutscene Layouts
* Game Logics

Brandon:

* Support with game logic
* Support with Level/Cutscene Layouts
* Tie together cutscene/levels
* Import voice lines
* Setup timelines in cutscenes with animations
* Export projects for multiple hosting