**Process Requirements**

**Winston** - Player Control

* Player input
  + Movement
  + Attacking
    - Weapons available to player should use code from Max's combat process to function
* Player animation
* Player Collision
* Player Death

**Seth** - UI/HUD

* HUD
  + Player health
  + Player weapons
  + Score (?)
* GUI
  + Interaction with Main Menu, Death Screen, Pause Menu, End Level Screen
* Create scenes
  + Main Menu
* Create Overlay
  + Death Screen
  + Pause Menu
  + End Level Screen

**Zach** - Enemy Control

* Enemy Behavior
  + This should be unique to different types of enemies
  + Utilize pathfinding function provided by Greyson
    - Enemy pathfinding behavior should eventually be configured here
  + Make an attack behavior function that combat functions provided by Max
* Enemy Animation
* Enemy Collision
* Enemy Death

**Greyson** - Pathfinding and Sound Manager

* Pathfinding
  + Start with generalized functionality at first, eventually make configurable
  + Enemies should stay idle until player hits a trigger or enters a certain range
* Sound Manager
  + The sound manager should have a public play function which allows all other team members to call sounds when appropriate in their code

**Taylor** - Level Manager

* Load Level
  + Load the Menu, and each level's scene along with it's contents
  + Manage assets in a way that doesn't slow down the game
* Control Main Camera
* Create Scenes
  + Game Levels 1-3
  + Boss fight area

**Max** - Bullet Control

* Bullet Creation
  + Ideally a single public function with parameters that change the firing pattern/settings of the bullets
  + Use prefab bullets for modularity
* Bullet Collision
* Bullet Destruction