**Team Lead:** Scott

**Player Controller:** Rory, Skyler

**Enemy AI:** Deven

**Player Modeling / Animation:** Ky, Julius

**GUI Manager:** Chad

**Items:** Steven, Ben

**Level Modeling / Texturing:** Garrett

**Level Design:** Erik

**Audio Creation / Programming:** Wyatt, Dakota

---------------------------------------------------------------------------------------------------------------------

(Remaining Tasks)

**Game Manager:**

**Health Manager:**