Character Movement – Will

Boss; (Design stage as well)

-Squirrel – First – Energy Beam – Shaun

- Bird – Second – Teleport – Molly

- Monkey – Third – Shield – Jay

- Wolf – Forth – Slow bullets- Will

-Bear – Final – All – Whoever finishes first

Sprites/Text – Molly

Bullet mechanic for enemy 5 different pattern– Shaun

Menu System – Jay

Settings Screen – Jay (Not that important if it doesn’t work)

Health System for player and bosses– Will

Ability Charge system – Molly

Audio - Anyone