|  |  |  |
| --- | --- | --- |
| Person | Assets | Complete |
| Mini | Taking care of , grass, | Bushes, cart, character grass, right door, training dummy, trees, windmill, bushes, |
| Ethan | Insert program filed  Main menu | Every other script, camera move, change level on collide, create event function, damage on collide, delayed scene change, fly death, health, health bar, mantle, parallax, path of enemy, player, sample, windmill, game over, winning screen, |
| Isaiah | Game over and the wining screen. |  |
| Eric | Taking notes. | Blank 1, blank 3,blank 6, blank 7, blank 10, blank 12, blank 14, blank 15, blank 16, blank 19, blank 20, |