<u>Adam</u>

Map/Rooms
Player movement
Doors and spawns
Game and game mechanic concepts
Project architecture powerpoint

Bobby

Enemy placement key/boss room mechanism Player hp Map design

<u>Tejas</u>

Start/end screens
Particle system
Pixel art (sprites and animations)
Health up item

<u>Karl</u>

Health bar and hp Project Timeline Final Project Video Creator

<u>Jeremy</u>

Enemies
Project Documentation