**Azure Bloodmage**

**Milestone 1 - Team Member Contributions**

**Marie**

* Documentation
* Game Design Concept
* Level Design Concept

**Daniel**

* Environment object models
  + Trees
  + Sign
  + Fence
  + Coin
  + Bridge
  + House
  + Cave Entrance

**Austin**

* Concept art
* Sword
* Environment object models
  + Pillars (tall, short, broken, unbroken)

**Morgan**

* Project Code Implementation
* Level Design Implementation
* Lighting
* Provided NPC Patrol Script
* Provided Audio Manager Script
* Worked with project to ensure the prototype sent out on time.
* Worked with team to assign tasks and clear up project vision.
* Game Design Concept
* Level Design Concept

**Alex**

* Documentation
* Provided animations

**Aiden**

* Documentation
* Github setup
* Basic scene setup
* Menu implementation
* Basic movement script
* Score tracker implementation
* Fireball spell script + implementation
* Collectible/interactable scripts
* Basic dialogue box
* Provided basic character model

**Akinyele**

* Menu concept art
* Menu UI Art