Andrew Godfroy

* Begin communication with Server team to discuss which data to send back and fourth.
* ClientAPI
  + Events
  + Sliders
  + Checkboxes

Cassandra Siewert

* Begin working on Menu Implementations within C++/SDL using the API (Beginning This week)
* Create Game
* Advanced Tower Artwork

Deanna Sowa

* Story Stills Artwork
* Credits Menu

Neil Schlachter

* Begin Implementing Server Lobby within C++/SDL using the API

Christian Adao

* Finish Implementing The Game Lobby

Geordie Powers

* Complete The Level Editor
* Basic communication with the Server/Networking

Tyler Remazki

* Complete the Level Editor
* Begin work on In Game GUI using the API

David Vo

* Looking for Music
* Looking for Sounds
* Begin implementations of Options using the API