Team Penguin –
    Joshua Fryar (Pav), **Charlotte Phillips**, **Florencio Santibanez**, **Annie Vo**, **Josephine Willgrubs**

Note: Whoever takes each role will have the same color as their name on schedule and the events on kanban will be the same color.

Lead Programmer - Charlotte Phillips (closed)
- Learn how to code in GameMaker
- Code the final project

Secondary Programmer - Annie Vo (closed)
- Learn how to code in GameMaker
- Assist Lead Programmer
- Provide pseudocode (if needed)

Level Design - Annie Vo (closed)
- Create Map Design
- Decide location of NPCs

Art Design - Josephine Willgrubs (closed)
- Create game sprites
- Create game backgrounds

Public Relations - Josephine Willgrubs (closed)
- Consult potential consumers about project

Human Resources - Frank Conlon (closed)
- If there are problems, we can't communicate with each other, go to Frank ASAP

Team Supervisor/lead - Florencio Santibanez, Pav (closed)
- Host scrums
- Follow/edit Requirements document
- Supervisor all teams