Team Name: Honeydews

Members: (sorry I don’t know everyone’s names –diana)

* Octavio Smith
* Diana Kudley
* Nick
* Tom
* Josh (?)
* Noah (?)

Roles (so far):

* Director –
* Producer – Diana
  + Is well organized and can keep track of time well and make sure people are working on what they are supposed to
* Art Lead –
* Design Lead –
* Sound Lead –
* Tech Lead –

Game:

* T-Rex Chrome Dinosaur

Asset List (writing here for now):

* Sprites
  + Master Copy
    - Dinosaur
      * (running cycle)
      * Death sprite (eye widens)
    - Clouds
    - Cacti
    - Birds (flapping cycle)
    - Ground texture
  + Extra Step
* Sounds
  + Master Copy
    - Jumping/start
    - End
    - Milestone
  + Extra Step
    - Background music
    - Generally different sounds for what is there already
    - Unique start sound
    - Unique death sound
* Tech
  + Master Copy
    - Jumping (different heights)
    - Running speed
    - Background vs foreground speed
    - High score number
    - Blinking number every time there’s a milestone
  + Extra Step