Game Dev 1 – Fall 2011

Game 2 – Mobile 2D/Corona SDK

Elizabeth Towns, Dave Strohl, Evan Minto, Jossued Rivera-Nazario, David E

Jossued Rivera-Nazario

Player movement

Player transformations

Worked on the disguise menu/setting disguises

Main menu basics

Worked on basic code organization/structure – we couldn’t get the modules to work for enemies, player, etc so we had a lot of problems implementing them

Elizabeth Towns

Map scrolling

Reading basic map from a file

Level design

Worked on disguise menu/setting disguises

Basic game outline –implementing switching levels/menus

Worked on basic code organization/structure – see above

Dave Strohl

Security guards

Cameras

Worked on basic code organization/structure - see above (main programmer in trying to get the modules working)

Evan Minto

Player character art and animations

David E

Environment art