**Dani**

Oscar: I think Oscar is doing a good job with the robo arms and he's figuring out the animation. So he's doing good.

Jose: His wall textures are really good and he does everything he's asked to do.

Abel: He's doing okay, he couldn't figure out some of his tasks, but he's trying his so we gotta give him credit for that. We just need to find him more suitable tasks.

Joseph: He's doing great making the game look better with nice game objects and effects, and he's fixing bugs so he's a great asset.

Kasun: He's doing a great job building the levels.

Ernie: He's very productive implementing many functionalists that the game needs, and he's always on top of his tasks.

Tariq: MVP of the team, organizes the project and integrates everybody's work, and implements sound. The Project is moving forward good pace thanks to him.

**Tariq**

Oscar: His main task is quite a complicated task, dealing with the robot arm animations. I am impressed with how he has tackled this task, and I hope he keeps it up.

Jose: The wall textures he made help create a scarier atmosphere for the game, which is what we desire. His work on the food objects during the development of the 2nd level were also of great help.

Kasun: The task of building the stages is not an easy one, but I was in awe of the corridor he created. His work almost made me feel like I was watching a scary movie. Great work.

Abel: The button and door animations were done well. He did a good job on having the door open when the button was pressed.

Ernie: His work on the terminals was very well done. He had to deal with interactions between the UI and the terminal which could be quite difficult. Ernie was able to handle it with ease.

Dani: He had to work on the UI itself, which was quite hard to code. I am grateful for his hard work and consider him a very strong teammate in this project.

Joseph: I liked the scary objects that he brought to the game. I was more impressed with the special effects that he created. Keep it up.