I gave ideas on setting our environment which is the room and that is the background color, changing colors as the level increases, and writing in the window itself. I worked with Lizzie on the code where the player inputs the direction and distance. I also worked on having more than one turtle, hiding the turtle to make sure the player doesn't see where it's drawing the exit, making the trap door invisible, and compass direction. Additionally, I also worked with Ashikaa on the canva presentation, and lastly, I think the three of us worked together to make sure our code was running with no errors and came up with ideas on how to solve issues that arose.