DON’T PANIC

Alfie – Fill map with platforms

(This is going to be super tedious so get cosy and move everything you might need to hands reach)

* See how physics works with new player model
* Fill map with buzz saws
* Figure out how to run Gregor’s Puzzle files from game

Gregor – Finish up the puzzles

(This is going to be lots of hard work figuring out how to make each work so remember to rest up after each)

* Work out how to animate the players movements
* Then if you have time help Alfie integrate your work

Zy – We just need a TON of new textures

(So that’s going to get very teidious. But they all look dam good so far just you’ll be grand without me)

* Textures needed:
* Buzz saws Death note
* Switches Respawn
* Paper pickups Anything Grgor needs for his puzzles
* Money pick up (Do those last as that’ll be a lot)
* Vertical walls
* Spawn point