O'Leary, Damian – Myself
- Things completed
  - -Animated the player and enemy sprites
  - -Built gamestate framework
  - -Designed Level 2
  - -Improved enemy AI
  - -Managed assignments to other group members
- Improvements
  - -Better management
  - -Clearer information on assignments

Chappell, Wesley
- Things completed
  - -Designed Level 1
  - -Implemented explosion animation
- Improvements
  - -Focus on tasks at hand better
  - -Inform group when unable to complete a given task

Reese, Fritz
- Things completed
  - -Converted physics system
  - -Implemented raycasting
  - -Implemented lighting
- Improvements
  - -Less procrastination, albeit was busy

Schilthelm, Andrew
- Things completed
  - -Acquired assets for level art
  - -Converted main game into a gamestate
  - -Coded all upgrades
  - -Created all menu backgrounds and buttons
- Improvements
  - -Explaining modifcations/work completed needs to be clearer