

Nathan

- Requirement 1 (New map and Fog door)
- Requirement 2 (Creating and Interacting between multiple bonfires)

Kelvin

- Worked on Requirement 5 (Cinders of Lord)
- Worked on the first part of requirement 4 (Creating and opening the chest actions as well as the Drop tokens class.)

Gus

- Requirement 3 (Aldrich, RangedWeapon, Longbow)
- Part of requirement 4 (Mostly the Mimic enemies class)