

WBA

Gus: Responsible for task 4, specifically enemy behaviors, general attributes, and interactions between other objects; ground, item, actor in particular. task 7 was weapons, which includes weapons instances of items and their actions that they possess.

Nathan:

Responsible for tasks 2,5 and 6. Specifically on the reset features of the Bonfire, the reset features of the player dying, and the TokenOfSouls. Also responsible for the new terrains Valley and Cemetery.

Kelvin:

Responsible for implementing requirements 1,3 and 8. This includes the ability to view the hit points and the number of charges available for the flask along with implementing the currency in the game and trading with the vendor.