**Draft 1**

**(Potential Roles & Responsibilities)**

* Ryan
* Story Creation (with Yimin)
* Yimin
* Story Creation (with Ryan)
* puzzle creation and design using basic assets
* Weihao
* in detail learning of GB Studio Programming, especially for puzzles
* puzzle creation and design using basic assets
* Pete
* Pixel Art
  + solid base main character with somewhat fluid animation
  + testing main character movement
  + solid base NPC character with somewhat fluid animation
  + testing NPC movement
  + three solid base building exteriors
  + one solid building interiors
  + solid generic boundary structures when inside of a building
  + grass and shrubbery to create boundaries
  + LEVEL 1:
    - dead trees
    - dead bushes
    - old man house
    - town hall
    - rocks
    - small debris
    - large debris
    - large, heavily fortified factory
    - houses
    - makeshift shelters
  + PUZZLE 0
    - flooring
    - type 1 wall
    - type 2 wall
    - entrance/exit
    - open door
    - closed door
    - key
    - on switch
    - off switch
    - on lantern
    - off lantern
    - ground spike traps
    - chests
* **EVERYBODY**
* refresh and/or learn the basics of GB Studio

**(Goal)**

* very basic story in progress (start to finish of a story with a decent amount of detail)
* at least 3 puzzle scenarios
* Ryan
* Writes the dialogue
* Draw levels
* Yimin
* Clarify the mechanics
* Refine the puzzle layout
* Weihao
* Program scenes into GB Studio (with consideration of the mechanics)
* Pete
* Sprites and putting together the map on Tiled