Cupid Game plan (**finish 21 February**)

Issy(programmer/scrum):

* Player movement
* Semi enemy script

Rai (Artist/programmer):

* Heaven design 3d modelling

Adbi (Artist/programmer):

* UI design assets

Kieron (Product Owner/programmer):

* UI scripts
* Camera scripting

Jake (Artist/programmer):

* Weapon 3D modelling

Ricardo (Artist/programmer)

* 3d model characters