Collaboration Breakdown

* Members
  + Jaiden Gann
  + Crystal Chandler
* Analysis
  + MDA
    - Intro - Jaiden
    - Mechanics – Crystal
    - Dynamics – Crystal
    - Aesthetics – Jaiden
    - Conclusion -Jaiden
    - Jaiden came up with general framework and information for those paragraphs and Crystal improved them. Both of us read over and edited anything needed for the overall analysis.
  + Mechanical Problem
    - Intro
    - Problem
    - Proposal
    - Why proposal would work/benefit game
    - Both of us collaborated on the general information that should be in each paragraph and both of us looked over and made edits when needed to each section
* Unity
  + Sprite Sheet: <https://forum.playcanvas.com/t/perfectly-recreating-flappy-bird-in-html5/10195>
  + Separated Background
    - Sky: <https://github.com/akhil-code/flappy-bird-neuro-evolution/issues/1>
    - Ground: <https://www.kindpng.com/imgv/JJJohw_flappy-bird-ground-scratch-hd-png-download/>
  + Jaiden
    - Problem Scene: player, movement, animation (attached animation loop rather than a scripting scenario animation), working on infinite background
  + Crystal
* Video
  + Player
  + Who did the videoing
* Submission