Programing (Unity)

* Robot Controls (Player) (global) - John
* Camera Movement - Scott
* View (Camera Room) - Brian
* Map Level Design - Diego

Audio

* Background Music – Billy

Graphics

* Camera Room UI - Nisreen
* Hacker Display -- Nisreen
* Mini Map - Nisreen
* 3D Models -Hannah
  + Camera
  + Walls
  + Robot
  + Objective
  + Random Objectis in Room