

	2/21	2/28	3/7	3/21	
Movement & Functions	Nicolas				
Player Movement (Move, Run, Jump, Physics)					
Camera					
AI Enemies					
Technical Systems		Vassin (With assist from Nicolas)			
Food and Effects					
Director (Level manager and difficulty)					
Score & Minimum Food					
Traps					
Scene Manager (Game Over, Level, Start Screen)					
Art & Animation		Ignacio			
Marmot and rival marmots					
Dogs					
Pedestrians					
Pest Control and Traps					
Background and Buildings					
Food					
Scene art (Game Over, Start Screen)					
Minimum Viable Product					
UI and Front-End		Christopher			
UI Layout					
Menu Management (Start and Game Over)					
Text and font management/Integration					
Audio			Kevin		
Music					
HUD sound effects					
Movement sounds					
Eating sounds					
Whistle sound					
Integration					