Stella Lee

Connor McNeill

Max Kerscher-Santelli

Kenta Cole

Week 8 Individual Milestones

**Stella Lee**

-Drew and implemented basic art integration for main player and old man enemy (not spritesheet) (level 1)

-started creating objects for different maps (i.e. health packs, plasma, t.v. etc)

**Connor McNeill**

-Implemented starting AI for enemy to player attack (level 1)

-Implemented damage to health code (level 1)

**Max Kerscher-Santelli**

-Refined collision detection code with Connor

-Implemented various walls for first map

**Kenta Cole**

-Completed starting spritesheets for old man enemy (level 1)

-Completed starting spritesheets for main player (level 1)

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