Stella Lee

Connor McNeill

Max Kerscher-Santelli

Kenta Cole

Week 9 Individual Milestones

(update: reduced 5 levels down to 4)

**Stella Lee**

-Completed tilesets for levels 1 and 2

-Worked with Kenta on making main character spritesheets

-Created simple start menu

-Started (but maybe failed) on particle effects

**Connor McNeill**

-Coded in conversion of enemy to ally objects

-Coded in enemy-to-player attack effects on health (with Max)

-Refined grids for map layouts

**Max Kerscher-Santelli**

-Coded in enemy-to-player attack effects on health

-Coded in player-to-enemy attack effects (still in progress)

**Kenta Cole**

-Refined spritesheet for character horizontal movement

-Began work on up/down spritesheet for main character

-Worked with Stella on particle effects