

Team Leader: Ryan Lindenfeld

Members: (1) Alexander Tran, (2) Carlos Alvarado Ortuno, (3) Carson Chen, (4) Daring Eap, (5) Nghi Bui, (6) Ryan Lindenfeld, (7) Tony Cerda, (8) Tristan Jones

Overall Team Update:

Started work on core systems, such as art assets/concept art for the player/enemy/environment, player/enemy/environment interactions, 2D lightning, designs for HUD, initial music and sound effects.

Individual Member Update: **(1) Alexander Tran**
Working on inventory and pickup system.

Engineer

Individual Member Update: **(2) Carlos Alvarado Ortuno**
Working on ambient music.

Engineer/Sound

Individual Member Update: **(3) Carson Chen**
Concept art for more monsters and any environmental thing that is a priority.

Artist/Engineer

Individual Member Update: **(4) Daring Eap**
Working on character movement, animation for one character, and pathfinding.

Engineer/Level Design

Individual Member Update: **(5) Nghi Bui**

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Individual Member Update: **(6) Ryan Lindenfeld**
Working on art/graphics and bits of dialogue

Engineer/Leader

Individual Member Update: **(7) Tony Cerda**
Worked on Animations for one character, and potential HUD Designs

Engineer/Artist

Individual Member Update: **(8) Tristan Jones**
Worked on character movement, character shooting, 2D lighting, enemy health and pathfinding, animation for one character.

Engineer/Level Design/Artist