**Updates**

* Sarah created Bunny object and tested bunny movements in game.exe
* Lucy is learning GIMP and started making the background
* Schukey changed the bunny in flash to jump up and down in one spot and added mask layers to each body part

**Tasks for Next Week**

Schukey: - Edit bunny sprite

- start cat cut scene

Lucy: - Finish background

- Create obstacle objects (ie. Make tree trunk sprites in Flash)

Sarah: - double jump implementation

- collision checking