

Period: 6 and 7

| Project Manager & DBA | Rya Uttasing & Dillon Kalck |
|---|---|
| Dialog/Script Writer & code/create GUI text/character text/captions/signposts/etc. | Thien Hoang |
| Player Movement/Animation/Camera- Must do another job as well if you use outside assets | James Sachs |
| Menu- Must do another job as well | Nathanial Dye |
| Level/Scene/Area 1 | Gabe Tomlin |
| Level/Scene/Area 2 | Johan DeMilo |
| Level/Scene/Area 3 | Joey P. |
| Level/Scene/Area 4 | Fox Cheffer |
| Level/Scene/Area 5 | Nicole F. |
| Level/Scene/Area 6 | Logan Sears |
| Level/Scene/Area 7 | Nathnial Dye |
| Level/Scene/Area 8 | Adam Schafer |
| Level/Scene/Area 9 | Cole Smith |
| Level/Scene/Area 10 | Cole Smith |
| Credit Screen- Must do another job as well | Rya Uttasing |
| XP System | Reed Wilson |
| Inventory System | Gavin Dixon |
| Enemy AI/Animation/Attack 1 | Joey P. |
| Enemy AI/Animation/Attack 2 | Xavier Braga |
| Boss/Attack- Including Health Bar | Jackson Cumberworth - Fox will assist if needed |
| Ability System/Skill Tree- Powers/Skills | Malik Rinaldi |
| Health System | Logan McMorris |
| Day/Night Cycle- Must do another job as well | Dillon Kalck |
| Weapons – should be a part of same asset pack player comes from unless you build your own animations. | Ingus S. |
| Lives System | Carlos |
| Local Save/Load System | Adam Schafer |
| Room Transition System (portals, completion, etc.) | Xavier Braga |
| Main Quest | Johan DeMilo |
| Side Quest | Daniel Weiss |
| NPC 1 - AI & animation & optional dialogue | Gavin Strong |
| NPC 2 - AI & animation & optional dialogue | Dominic Gambaro |
| NPC 3 - AI & animation & optional dialogue | Kaitlyn Villarreal |
| Audio | Elijah Hunter |
| Score and/or Money System (optional) | Logan Sears |
| Character Select System (optional) | Only if done & someone wants to do it |
| Additional Side Quest (optional) | Carlos - If you get lives system done |
| Concept Art/Design | Nicole F. |
| Assistant Concept Art/Design | Logan McMorris |