

- Game main/pause screen
- Main play screen (what does it look like)
- Draw assets for mini games
- Starting Cutscene

Marlinda

- Concept art for levels/environments (w/ color schemes)
- Marketing materials
- Game glossary
- Background character designs
- Dialogue/fonts
- Mini game assets
- Starting cutscene

Kevin

- Design outside of gas station
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Jose

- Design inside of gas station
- Design logo for game
- Design assets for gas station level
- Finalize inside gas station

Isaiah

- Guy walk cycle (might be next week)
- Finalized character design

Alvin

- Finish mini game slideshow

~~Design main/pause screens~~