In the collaborative development of our game, each member of the team played a crucial role in the development of our game.

Jane O'Flaherty (B00156355) coded and implemented the player movement. Getting the player to move using the space key (Jump) and the arrow keys (forward, backward, left, and right). Jane also coded and implemented the spawning mechanism; if the player falls off the platform they die and there is a delay and they respawn, as well as if the player hits off the side of the enemy they die and respawn. She also helped create the enemy character; making it possible to kill the enemy as well as the enemy can kill the soldier. She added the floors and made it possible for the floors to move from side to side.

Niamh Sherlock (B00150046) created the concept of our video game. Niamh took charge by giving out the roles of what everyone needed to do and organised meetings for the team. Niamh coded and implemented the enemies into the game, using the spawning mechanism. She also implemented and coded a dash mechanism. She took leading role as the leader of the group setting up links and uploading the code for everyone.

Arafat Alayo (B00147680) coded and designed the coins/gems into the game. Arafat also plans to add coded and implemented the point system; when you collect coins it will add them up (we plan to add a sound effect). Arafat also worked and coded the health system for the enemies. She also fixed some of the code that stopped working when some code was added, when adding the spawning mechanism, the jump button stopped working properly.

Together the combined efforts of Jane, Niamh and Arafat resulted in the integration of player movement, dynamic floors, dash mechanics, and a rewarding point system with collectible coins.