This document is to certify that I, Andrew Luther, participated in iteration 4 of the 2005 group assignment by creating a significant portion of the code for the final release. For the release, I did most of the game logic, including the point calculation, 2 player implementation, hard and easy AI, and the audio implementation. I did this alongside Ben, who focused primarily on the GUI and other aspects of the game logic/bugtesting. I also wrote the original compositions for the title theme and the battle theme.

Andrew Luther 201702321