**Group Evaluation**

Me and Sam had an equal contribution to the Concept Presentation, Implementation and Documentation of the game.

For the concept presentation I personally wrote out all of the slides.

For the implementation I worked on

* Main Menu
* Backstory
* Outdoor zone tile map
* Player health
* Coin counter
* Upgrades
* Fireballs
* Fireball explosion
* Wall collision
* Sound effects
* Music
* Villagers
* Win screen
* Part of the objective text
* I set up the state machine
* I did the basic foundation for each JavaScript file

For the documentation I wrote about

* Assets
* Most of Appendix 2 (problems we had)
* Implementation evaluation
* Part of the code structure
* Half of the game summary
* Most of the research