**Group Evaluation**

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

For the concept presentation I drew all the storyboards and labelled them

For the implementation I worked on:

* Player
* Enemies
* Coins
* Arrows
* Silver key
* Gold key
* Tower level tile map
* Control screen
* Objective texts
* Object collisions
* Created some of the sprites
* Respawning player

For the documentation I wrote about:

* Half of the game summary
* Screen level/map
* Functions and objects
* Most of the code structure
* Part of Appendix 2