**Penguin Paradise**

Distribution of Labor

Corey Byrne:

* Implemented the bulk of the main game engine
* Implemented bullet patterns and spawning
* Implemented enemy and boss class framework
* Chief de-bugger

Terence Farrell:

* Set up primary game loop
* Implemented hit detection and player movement
* Set up most of the menu systems
* Assistant de-bugger

Nick Richard:

* Primary level designer (set up most waves and bosses)
* Primary Q/A tester
* Wrote all dialogue
* Assistant de-bugger
* Bullet sprites

Carolyn Lee:

* Art assets (everything that wasn’t a bullet sprite)
* Kept everyone else in line