

## **WHAT CHANGED**

We had higher hopes for the project, such as adding different types of mushrooms and maybe bombs as hazards. Unsurprisingly, due to the time constraints and online work, we managed to get a functional game but not a lot beyond that.

## **LIST OF TEAMMATES**

Joseph, Mathilde, Zhaokun

We split up the work amongst ourselves. Joseph did most of the coding, while Mathilde did the majority of the writing and planning. Zhaokun did a bit of both, he also did most of the work with getting pygame functional for the project.

## **DIFFICULTIES**

There was a fair amount of difficulties throughout this project. A lot of that was due to poor organization on zoom. If this was in-person, it presumably would've been a lot easier. There were some issues with dividing work properly and also communication issues too. At times we did not have things properly prepared for presentations, but at least we did manage to still meet a few times even with the vast differences in timezones.

## **ACKNOWLEDGEMENTS**

Used a few libraries such as pygame, os, and random.