Contribution statements:Each member had a say and altered all aspects, these wrre just designated roles

Josip Curic: Creates visual assets such as 2D/3D models, textures, animations, visual effects, and UI elements.

Designs and produces artwork for characters, environments, props, and other visual elements required in the game.

Works closely with the game designer and programmer to ensure that the visual style aligns with the game's overall design and technical requirements.

David cirlan:

Responsible for conceptualizing and designing the game mechanics, gameplay elements, level design, and overall player experience.

Creates the game design document outlining the game's concept, rules, characters, levels, and progression.

Collaborates closely with the other team members to ensure that the game design aligns with technical feasibility and artistic direction.

Dominion Abagha:

Handles the technical implementation of the game using Unity and C# programming language.

Develops and integrates game mechanics, user interfaces, interactions, and functionalities based on the game design document.

Collaborates with other team members, especially the game designer and artist, to implement their designs and ensure proper functionality.