Credits:

Jack Speake - Software: message flags and implementation formatting, creating a main menu, cut scene between clocking in and out, clock, yapper, notifications, aesthetics and formatting (notifications glow), virus, Simon says minigame, quick draw minigame, handbook, virus shield, command prompt line (creating cheat codes), message spawning; DNS Request Story Writing: all of stage 1 days, majority of stage 3 days, half of stage 2 days; implementing written DNS requests; tutorial creating and implementing; shut down animation; backend functionality bits.

Ken Borrero - Software: shop; pop-ups; purchasable modules/upgrades: re-blocker, timeout, coupon; hover text functionality; aesthetics and cosmetic functionality (closing a pop-up, opening a pop-up, etc.); bound cursor to in-game monitor; radio module; player statistics balancing; implementing sounds; testing and bug fixes.

Abby Lau - Entire UI Design/Art Assets: base layout, yapper (ASCII bunny) emotes, shop button, exit button, handbook button, module icons in the shop, quick draw minigame, Simon Says minigame, handbook, virus shield, the radio module, ending scene; Itch Page Art: icon and banner; Implementation and updating of art assets; Filler DNS request writing for each stage; DNS Request Story Writing: request writing for days 4 and 5 for stage 3; Handbook writing and formatting.

Andrew Coeytaux - Entire Sound Effect Catalog: typing, notifications, yapper talking, promotion, shop purchase, computer background noises, gunshot, coupon, Simon Says; Music Composition: *In the City, Sing, Drop it into the Mainline*; Sound implementation.

Quartz Bushnell - DNS Request Story Writing: request writing for half stage 2 days; implementing DNS written requests for stage 2.

Special thanks to our playtesters:
TFT Enjoyer, Kirin Narine, Alex Zhou, Andrew A - Vexqe, Theoku, wamlab2