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| Player drawing | Irene | | | |
| Player movement | Irene | | | |
| Player dead animation | Irene | | | |
| Player colisions | Irene | | | |
| PowerUp | Irene | | | |
| PowerUp use | Irene | | | |
| PowerUp colision | Irene | | | |
| Bullet shooting | Irene | | Hours Spent | |
| Bullet collision | Irene | | Irene | 80h |
| Enemy creation | Irene | | Queralt | 15h |
| Enemy death | Irene | | Jiayi | 4h |
| Enemy death cleanup | Irene | | | |
| Enemy movement | Irene | | | |
| Enemy colisions | Irene | | | |
| Background animation and implementation | Queralt | | | |
| Initial screen | Irene | | | |
| Title screen | Irene | | | |
| Win/Lose screen | Irene | | | |
| Time implementation | Irene & Queralt | | | |
| UI | Queralt | | | |
| Music/sound effects | Irene | | | |
| Image cutting | Jiayi | | | |
| Image resizing | Jiayi & Queralt | | | |
| Level implementation | Irene | | | |
| Code comments and explanation | Queralt | | | |