

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	30h
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			