

MEMBER'S WORK

- **Class work:**

- Basic project
- World cration
- Physic implementation
- Player
- Basic movements
- Sprites and Animations
- Colliders
- Checkpoint, checkpoint sensor and saving system
- Bug fixes
- Testing

-**Lara Guevara**

- Debug mode
- Camera movement
- Death condition/respawn
- Pathfinding and enemy radius/sensor
- SoundFx and background music integration
- Health and energy bar
- Attack/Energy cooldown and regeneration

- **Maria Besora**

- Level design
- Map creation
- Help menu
- Read me

