

MEMBER'S WORK (RELEASE LINK)

- **Class work/Collaborative work**
 - Optimizations
 - Bug fixes
 - Testing
- **Lara Guevara**
 - Intro and Menu implementation
 - Pause menu, Credits screen implementation
 - Items
 - Save and load considering enemies & items
 - Death and win screen functionality
 - F7 Checkpoint teleport
 - F1, F2 sets player to level 1 or 2's start
 - Level timer and best time
 - Item UI counter
 - Life bar animations, power up icon appear and disappear when active
 - Level transition, fade in and boss level start condition
 - Tracy implementation
 - F8 shows button bounds in colors
- **Maria Besora**
 - Level design & map creations: level 2 & boss
 - Settings screen functionality
 - Sliders and checkbox implementation
 - Boss functionality