**Team Contribution Report:**

* **Artyjom Csarkovszkij | NEPTUN:**
  + Game Inventory System:
    - Developed the system that allows players to equip and use various weapons and armors.
  + Healing Mechanism:
    - Added functionality for players to heal themselves using potions.
  + Game Saving Feature:
    - Implemented a feature that saves the player’s progress throughout the game.
  + Story and Level Design:
    - Wrote the game's plot and structured the levels.
  + Level Transitions:
    - Enabled transitions between game scenes, preserving player data across scenes.
* **Adilet Sooronbaev | APYFDL:**
  + Combat Mechanics:
    - Developed the core combat system, including enemy AI and player combat actions.
    - Introduced different types of enemies (Orcs, Goblins, Skeletons) with unique behaviors and health systems, including visible health bars.
    - Enabled player abilities such as walking, attacking, and blocking with a shield.
  + Animations:
    - Created detailed animations for player and enemy actions, including attacks, walking, and death sequences.
  + Level Design:
    - Illustrated and designed the game environments, including maps, enemy placements, and interactive elements like collisions.
  + Presentation Draft:
    - Drafted the initial version of the game presentation.
* **Mean Diamand | KSG25Z:**
  + User Interface (UI):
    - Designed the opening storyline, game pause, sound settings, and game over screens which containing buttons which perform different actions, images and labels.
    - Also designed the player’s health bar interface on the player’s canvas to keep track of the health of the player’s character.
  + Audio Design:
    - Created the game’s soundtrack, incorporating background music and sound effects for various actions like hitting, bow shooting, and Game Over.
    - Added distinct music for the game over screen.
    - Provided volume setting where the user can adjust the level of the sound for the music and the SFX.
  + NPC Interactions:
    - Implemented features allowing players to interact with non-player characters (NPCs) with dialogues of the conversations between the player and the NPC (Non-Player Character).
  + Cutscenes:
    - Created cutscenes that enhance the storytelling between levels with the images transition and changing dialogues that tell the story of the cutscene.
  + Map Design:
    - Contributed to the game map design, focusing on the interior of the castle.