**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 | NEPTUN:**
  + User Interface (UI):
    - Designed the game’s start and game over screens, and the player’s health bar interface.
  + Audio Design:
    - Curated the game’s soundtrack, incorporating background music and sound effects for various actions like attacks and footsteps.
    - Added distinct music for the game over screen.
  + NPC Interactions:
    - Implemented features allowing players to interact with non-player characters (NPCs).
  + Cutscenes:
    - Created cutscenes that enhance the storytelling between levels.
  + Map Design:
    - Contributed to the game map design, focusing on the interior of the castle.