Nicholas Pena

* Wrote player class and most related functionality (getters, setters, inventory)
* Handled management of polymorphic list of monsters for the player (deletion and growth, adding monsters was handled by Evgeniya)
* Wrote the function that moves the character across the game’s play space
* Added potion functionality to the player, monsters, and map (generating potion coordinates, placing them in unique positions on the map, using potions and checks for proper usage of them in battle)
* Implemented health thresholds for the capture monster function

AJ Tello

* Wrote the map class which is the main container for the game
* Added generation of the map using a dynamically sized 2D array, which then placed entities on the map based on the size of the map itself
* Generated the boundaries of the map and made sure the player cannot cross them at any point
* Ensured that each entity on the map was placed in a unique location with no overlap (not sharing a space on the grid with other entities)
* Added randomized creation for monster types such that the monsters will be different in every playthrough

Evgeniya Kalashnikova

* Wrote the monster class which was the primarily consumed class in the project
* Implemented protected, virtual, and purely virtual functions to be used, inherited, and overridden by the derived classes of the monster class
* Added randomized monster size creation
* Added damage and hit functionality for each monster
* Handled adding each monster to a polymorphic array of monsters within the player class
* Wrote and maintained all internal data for each monster in the monster class and its consuming classes and files