

Credits

Vanessa Bienias

- Graphics
- Level design
- Bug fixes
- Testing and prototyping
- Work on core gameplay scripts
- Character design
- Enemy design

Filip Jelski

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Tomasz Nehring

Scripts

Life and death

- Character lifecycle and related physics
- Combat (excluding melee attack)
- Totems & projectile logic

Wiring components

- Aggregator-like MonoBehaviours
- Most of the sound logic

Content

- Most of sounds in dev. process (non-com. licenses or homemade)
Disclaimer: Many unfortunately have been replaced/removed at the end to increase coherence.

Teamwork

Merging

- common level prototyping – all merge Teams assignments
- most of the feedback and PR reviews

Repository administration

- branches & branch/PR rules
- commit hooks

Other

- Planning: Many task assignment decisions
- Much of Jira management
- Deployment & Presentation in class