Mike:

I did the foundation of the mechanics of the game including checking for collision, automatic bullets shooting, pausing system, power up system, level progression. I also made the looping background for the game and the intro screen as well as the animation of enemies and bosses. Additionally, I did the AI of the enemies and the last two bosses.

I used a Facebook game called Everwing for inspiration. I also used this website for pygame tutorial: <http://programarcadegames.com/>.

Fred:

I was responsible for all the sound files and implementation in the game. I was responsible for part of the intro file, implementing the volume setting and the about section. I mostly fixed bugs or made minor changes to the code to make it look better. Finally, I commented most of the files and finished up the Readme.txt and Description.txt.

I used a Space invader game file (<https://github.com/dwmkerr/spaceinvaders>) as inspiration for the code. I also used Everwing as an inspiration for the game design.

Cherry:

I started the boss. I rewrote the intro. I move the game frame work into object oriented. I set the path. I clean up, remove and rewrite codes into class and def and into better and clearer structure such as using list comprehension and dictionary.

I also used this website for pygame tutorial: http://kidscancode.org/