Mike:

I made the looping background for the game, the enemies, bosses AI, power ups. I also did the foundation of the mechanics of the game including checking for collision, automatic bullets shooting, pausing system.

I used a Facebook game called Everwing for inspiration.

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 as inspiration for the code. I also used Everwing as an inspiration for the game design.