**Individual Contributions**

* Concept
  + Similar Game Analysis (Similar Game Analysis.docx)
  + UI Concept (UI Concept.png)
  + Stage Concept (Stages3.png)
  + Font Choices (Fonts.docx)
  + Main Menu/Options menu Concepts (MenuOptions.png)
  + Pause Menu Concepts (PauseMenuConcepts.png) [Unused]
  + Scaling Concept (Scale1E – 3E.png)
  + Leave Concept (Leafs.png) [Unused]
  + Petal Concept (Petal.png) [Unused]
* Sound
  + Sound Effect Collection (Sound Effects.docx)
  + Sounds folder, contains downloaded a sourced sound effects
  + Sound effect sources (SoundEffectList.docx)
  + Edited sound effect (LevelPass-Edited.mp3)
* Graphics
  + Cropping and adding transparency to hazards
  + Tap to start text (MenuText.png) [Unused]
  + Player turn popups (Popups folder) [Unused]
  + HUD (NewUI folder)
  + Options buttons (Buttons)
* Unity
  + Level Select menu design and programming
  + Programming of some hazards
  + Creation and importing of levels in unity
  + Level Design testing and difficulty adjustments
* Other
  + Minutes 25/04/18 (Minutes 25-04-18.docx)