S179925 contribution:

Green = In game

Blue = No longer in game

Initial project setup

Powerbar

* Changing colour
* UI design of power bar
* Coding the 3 separate sounds that match the power of the hit
* Final sprite for it

Frames for the player portraits

Screenshake

* Code and implementation

Particle effects

* Falling leaves effect
* Leaf sprite
* Wood splinter effect
* Positioning
* Code to make it work

Instruction screen

* Text layout
* How to play

Sweeetspot meter

* Placeholder assets
* Some bug fixing

Commented Code

General bug fixing

Presentations