In addition, each teammate should submit a write - up describing your own responsibility and your

own contribution as well as your teammates responsibilities and contributions.

What everyone did… (discord names used )

Add everything you have done and update it so it is current and nothing isnt accounted for

AJ123456 (Adam Faust)

**-Level 3: Completed all of it**

* Everything on the script (.gd) and everything on the scene (.tscn)

**-Level 4: Added detail, cutscene, sound effects, and background music**

* Added to the tilemap so the in-game environment looked more detailed
* Added the opening level bridge cutscene
* Added the music + sounds

**-HUD: Completed all of it**

* Everything on the script (.gd) and everything on the scene (.tscn)

**-Level 1: Added sound effects**

* Added sound effects to all the interactables

**-Level 2: Added sound effects**

* Added sound effects to all the interactables

**-Level 2.5: Added sound effect + background music**

* Added sound effects to the entrance and added the background music

**-Title Screen: Added background music**

* Added music

**-Ending: Made an entire picture/scene + music**

* Added an entire scene to show off the spoils of the treasure and added background music

FeedingTheTroops (Gabriel Thompson)

**-Level 1: Completed All of it**

* Whole level including .tscn and .gd
* Custom-made music by me

**-Level 2: Completed All of it**

* Whole level including .tscn and .gd
* Custom-made music by me

**-Level 2.5: Completed All of it**

* Whole level including .tscn and .gd

**-Global GameState Script:**

* Created an autoloaded global GameState script to handle level objectives

Gespacho(Nicholas Santone)

**-Level 4: Completed design of level excluding juice**

* Almost all of the scripl.gd and the scene.tscn

-High score system based on time

Jesse\_lua(name)

* **Completed the entire player scene**
  + Wrote all the code in adventureguy.gd
  + Added the sprite sheets of the player into the game
  + Used the 2 6x8 sprite sheets for animations
  + Made a player state machine that get the player movement state based on the direction they are facing
  + Added all walking and idle animations for the player
  + Implemented a movement logic for the player

MarkBark(Mark Norris)

**-Sourced the tilesets for the levels**

**-Created title scene and pause menu**

* - created animations for the title screen
* - used the tilesets to design the background scene of the title screen
* - created a pause menu and implemented it in each level scene enabling the player to quit the title and resume the game