

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