# List of contributions of each member of the group

Youssoupha

Obstacle, Boss, Floor, and Collectible Creation and Management Systems

Obstacle, Boss and Collectible Factories

Player Collision Management

Player + Camera Control

Co-Authored

Boss Health Bar

Music Management

Benjamin

Design and Consolidation of the initial Game Mechanics

Obstacle, Boss, Floor, and Collectible Items designs and animation.

Design and Implementation of Slash/Main Menu + Pause Menu

Game Recording + Game Final Testing

Documentation and Responsibility for Submissions