# Each Members Contribution to the Project

## Yamil Tarabin – Designer – 000994767

* Main Menu (Design, All interactions)
* Load Stages Menu (Ability to load different Stages)
* Pause Menu (Creation and implementation)
* Credits Menu (Creation and implementation)
* Settings Menu (Creation and implementation)
* Tutorial Stage (Level Design, Text guides)
* First Stage (Level Design, Implementation of Hazards)
* Audio (Sourced all audio, Background Music for each Stage, Volume Slider, Implementation of Sound in the game with Harvin)
* Scripts (Main menu, Pause Menu, Settings Menu, Win Game)
* Game Over and Win Game Panel (Interaction)

## Harvin Johal – Programmer – 000971125

* Scripts (Character Animation with Thomas, Character Movement, Enemy Movement, Character Death, Enemy Death, Pick Ups, Enemy Boss, Enemy Health, Power Ups like increase Speed, increase Jump Force and the ability to Throw Rocks, HUD with Thomas, Information script with Thomas)
* Audio (Implementation of Sound in the game With Yamil)

## Jamie Barnes – Artist – 000987692

* Concept Art (Menu and Level Designs)
* Tutorial Stage (Buttons)
* Game Over Panel (Art)
* Fruits

## Thomas Gilchrist – Artist – 000973388

* Platform Sprites
* Character Art (Animation with Harvin)
* Enemies Art (Animation)
* Background Images
* UI Element Pick Ups
* Scripts (Character Animation with Harvin, HUD with Harvin, Information script with Harvin)
* Win Game Panel (Art)

## Jonathan Toulson – Designer – 000984436

* Second Stage (Level Design)
* Main Menu First Design