Separate Responsibilities:
- Fog Distance Mechanics and Code - Azhan Ayub
- Different questions - Murtaza Ur Rehman
- Longer map - Zaeem Ejaz + Murtaza Ur Rehman
- Object Placements on Maps and Zombie Proximity Placements - Azhan Ayub
- UI Improvement - Zaeem Ejaz
- Shader (For Car) - Azhan Ayub
- Mine in Level + Coding for Life Decrement - Murtaza Ur Rehman
- Music Enhancement - Zaeem Ejaz
- Car Engine Sound - Murtaza Ur Rehman
- Mine Explosion Sounds + Visuals - Murtaza Ur Rehman and Azhan
- Car Movement and Dynamics Improvement - Zaeem and Azhan
- Timer Implementation on Questions - Azhan and Zaeem Ejaz
- Game Manager Error Fixing and Re-Implementation - Murtaza

Shared Responsibilities:
- Level 3 (Train + Jungle) - All 3
- Design Implementation, Assets Selection
- Improvement of Zombie Handling, AI and Movement
- Debugging - Everyone reviewed and tested the final game together
- Addition of defensive coding
- Ideas, level design and asset selection
- Final Integration - Ensure all individual components work seamlessly
- Any miscellaneous work or points we have missed out