* Ben Letbetter: Writing the Algorithm/Story board for planets 2 – 5, the items, and battle entities.
  + Volunteered to write the story line of the entire project and delivered a very creative and comedic/ story to the game.
* Jackson Phillips: Planets 3 and 5 flow charts and IPO tables.
  + Was quick to ask what he could do and to figure out how to accomplish it. Gave quality work and picked up where the team was lacking.
* Charles Gaines: Use Cases
  + Gave input in everyone’s processes and figured out from scratch everything needed for the use cases for the game.
* Anthony Dally: Planet 1 algorithm, flow chart, IPO table, event algorithms, flow charts, IPO table, Planet 2 flow chart and IPO
  + Completing things before even asked, he charged forward with what was asked helping to get everyone motivated to do this project.
* Andrew Nickerl: Planet 4 flow chart and IPO table, class table, git repo creation/organization.
  + The organizer of the group. Took the time to make sure everyone understood their role and figure out how to combine everything together.