

Edder (Me):

- Weapon – Design, Script.
- Camera walking animation for the player
- Door System – Design and Script
- Enemy – Design, Animation, and Script
- Enemy ai – How they navigate and the damage done on player
- Pickups – Designing, Animation, scripting
- Texture for environment
- UI

Isaac:

- Home screen
- Menu
- Armor and Health for the player
- Environment hazard
- Level

Omar:

- Music
- Sound effects.
- Backend, adding the necessary gitignore and gitattributes files.