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.