Henry Nguyen

* Worked on implementing the final more difficult levels that involved moving platforms

Cole Resurreccion

* Worked on many of the interactions with different types of blocks and weather. Overall code corrector.

Cristian Palencia

* Planned out the scheme for all the levels
* Found sprites and assets to use on the project.
* Designed most levels and tested levels to make sure it ran smoothly and every jump was possible

Ryan Liao

* Implemented the collectable coins that are scattered throughout the level.
* Along with the collectible coins, added the UI that keeps track of how many coins you have collected while playing the game.
* Created the main menu that features a startup screen and a button that starts the game.
* Added a Physics2D material known as snow material and added code that made it so you only have half of the jump power when on a snow platform.
* Added a Physics2D mechanic that simulates wind.

Yohan Kim

* Worked on the implementation of the jump mechanic and player movement. Added a couple of physics materials such as bounce material, ice material, and player material. Coded movement for the camera so it moves up and down if the player is out of frame. Added a score counter that increases as the user plays the game. Implemented basic animation for the main character.