We all agree that everybody contributed a meaningful amount to this group project.

*What each member generally did*

Fadi

* Taught other group members how to use Unity and its Github implementation throughout the entire project
* Created the final boss game mechanics
* Implemented audio and the UI system.
* Helped integrate combat and exploration
* Assisted often in other members’ debugging

Diego

* Found audio sprites and helped implement them
* Wrote and designed a majority of the combat system and helped implement it with the other systems of the game
* Finalized gameplay numbers for enemies and players
* Assisted in UI implementation
* Wrote a portion of the project documentation

Ivan

* Implemented player and the three different types of enemy animations for the main gameplay
* Created the main player object and their movement
* Implemented the map/dungeon art into the game
* Assisted in creating the collisions and logic for the exploration of dungeons/rooms

Kevin

* Implemented the actual map and its logic into the program.
* Helped implement the player and exploration logic with the map system.
* Designed and implemented the hidden upgrade/potion system.
* Wrote a portion of the project documentation.

Howell

* Found/made all the art assets used in the game
* Used a tile art software to create the different visual variations of all the rooms
* Implemented the visuals/animations for the final boss battle
* Wrote a portion of the project documentation