Individual Contributions

Connor

* Level design and background
* The health bar
* main menu page and other display screens

Lewis

* Collision detection
* main menu page and other display screens
* Visuals

Nathan

* Enemy animation
* Player animation
* Sound

Josh

* Player class
* Enemies and asteroids
* Array implementation

Jay

* Level design and background
* main menu page and other display screens
* animations

James

* Scrolling functionality
* Collision detection
* High score database and gui

We worked well together, and we were very organised. If anything, we all put in an equal amount of work as well. Everyone was allocated roles, and everyone helped each other out. This helped us build the game as efficiently as possible. We all had different ideas and we worked in a way to implement everyone’s best idea. I was happy with the game that we created in the end.

Sources of inspiration

For the referencing I shall include a link to the videos (if we used them) as well as the code.

[PyGame Scrolling Shooter Game Beginner Tutorial in Python - PART 1 | Creating the Player - YouTube](https://www.youtube.com/watch?v=DHgj5jhMJKg&list=PLjcN1EyupaQm20hlUE11y9y8EY2aXLpnv)

[russs123/Shooter (github.com)](https://github.com/russs123/Shooter)

These 13 video tutorials proved valuable in our game development as we were able to build on the concepts introduced in these videos to then implement into our own game.

[Menus - Pygame Tutorial - YouTube](https://www.youtube.com/watch?v=0RryiSjpJn0)

[#!/usr/bin/python3.4# Setup Python ------------------------------------------- - Pastebin.com](https://pastebin.com/XDQyDZUd)

This was helpful for the main menu and instructions menu

[Pygame Animation - Pygame RPG Tutorial #6 - YouTube](https://www.youtube.com/watch?v=frv0i3POp-o)

This video aided us with animations