

Andrew Schilthelm – Myself

Things completed

- Converted the game into gamestates framework
- Found assets for tile sets, backgrounds, and menus
- Programmed the upgrades state as well as all the upgrades
- Created all menu buttons

Improvements

- Better use of GitHub commits
- Should have commented my code clearly

Damian O’Leary

Things completed

- Managed the team (distributing tasks)
- Created the second level
- Programmed the prototype
- Created the spritesheets for the enemies and player ship
- Commented most of the code

Improvement

- Could have been more clear about assigning specific tasks

Fritz Reese

Things Completed

- Programmed the lighting effects
- Implemented ray casting
- Programmed enemy ship “fading”

Improvements

- Could have been a little more involved in the earlier stages of development

Wesley Chappell

Things completed

- Found assets for the explosion animation
- Programmed the explosions
- Created the first level

Improvements

- Could have been more involved in the late stage “crunch time” work.