Group member: Matteo Malachin

Michal Zitnan

Michal Adam Kunda

The project was developed in several stages. Initially, all three team members worked together in class sessions to sketch out the code and define the main objectives and features the game should include.

At this early stage, the code was still monolithic, poorly organized, and lacked features such as an API and a Dummy Agent.

**Michael Adam Kunda** took the lead in structuring the project by organizing the code into clear folders and modules, implementing each component. By the end of his work, the game featured a controllable ship, obstacles, and two enemies, although it was still limited to a local gameplay mode.

**Michal Zitnan** expanded the project by introducing a map and a health bar for the player. He also implemented the API and a Dummy Agent for automated interaction.

**Matteo Malachin** revised and corrected existing code, adding a system for enemy respawn after being destroyed, allowing continuous gameplay rather than ending after just two enemies. He also implemented a scoring system for the main player, based on specific criteria, and developed both a start screen and a game-over screen. The final screen includes a leaderboard linked to the player's nickname, with scores saved and retrieved online through the API.