**Contributions :**

**Carson Hogstad:**

**• Player Movement - Spawning**

**• Enemy Controller - Enemies**

**• Animations**

**• Sword Damage**

**Samuel Wood**

**• Sounds - Music**

**• Level 1 Design**

**• Lost Woods**

**• Teleporting**

**Michael Mcquade**

**• Player Movement**

**• Linecast grounded detection v1**

**•**

**•**

**Jon Kitzrow**

**• Level 2 Design**

**•**

**• Spikes**

**•**

**Jareth Harmon**

**• Player Movement**

**• Bug fixes**

**• Damage – Stomping Enemies**

**• Enemy fixes**