

Team Member Responsibilities

Team Member 1: Nafiul Alim Adeeb (Roll: 23)

1. Contributed to the game's concept and suggested the arcade game style.
2. Structured Game code in C language
3. Version Control (Git/GitHub)
4. Illustrated game assets using design tools (Adobe Illustrator)
5. Organized modular code structure and file handling
6. Managed file systems and data
7. Implemented complex physics calculations
8. Developed the game engine and implemented the game loop
9. Collision Related Works
10. Worked on fonts and text display in the game
11. Managed texture and projectile of Quaffle and bludgers.
12. Modules: **Physics.c, Engine.c, linkedList.c, gameloop.c, events.c**

Team Member 2: Sharmila Surovi (Roll: 39)

1. Conceptualized and proposed the game idea.
2. Generated necessary game assets.
3. Resized assets and background images for the game.
4. Created sound effects and audio elements.
5. Developed structured game code in C language.
6. Designed the main menu and end menu pages.
7. Merged the main menu with the core game loop.
8. Conducted extensive code testing and debugging.
9. Produced progress bar.
10. Handled mathematical calculations and algorithms.
11. Handled high score calculation.
12. Modules: **globals.h , Init.c, assets.c, drawing.c**