How I am a good team player and took responsibility:

* I try to help my team members with their programs wherever I can
* I do my best to keep my teammates updated on my progress on the project
* I took responsibility of translating vague tasks into concrete user stories, in discussion with my teammates
* After I was done with my tasks, I took other tasks from the product backlog and started work on those

Individual contribution:

* I gave multiple ideas for cards, and gave many monster and weapon cards, stats and abilities
* I developed the battle system, although I did receive a lot of feedback from my team members
* I found most of the monster images for the cards
* I made designs for the backs of the cards, however, these are not used in the final game
* I created a main menu screen for the digital component
* I created a program that allows players to choose their character
* I created a program that allows players to distribute their 2 bonus stat points
* I made pictures for the trailer
* I edited the trailer