Piotr Momat B00156112:

1. Found the missile, arks and texture files

2. Added exshaust

3. Created Scenes

4. Got scripts working

5. Unity creation

5. WebGL and GitHub publishing

6. Scenes creation

Sources I used to get files:

Got almost all 3 objects from here:  
<https://www.turbosquid.com> and Ironman object was taken from here <https://free3d.com>  
  
Particles where taken from Challenge3. And structure of code and partial code was from Challenge3.

Joel George B00118121:

1. Audio (Background)

2. Creative Ideas (Game Mechanics, Tank at the end)

3. Colours & shadings of the game

4. Helped with Design

5. Finding resources for the game

6. Communicated if needed change in game