Team members:

Kishore Elangovan - good researcher, found a working implementation for putting backgrounds in processing, pulled his weight, despite a heavy schedule managed to work remotely from the group when necessary to further the project's completion, also worked on comments I think, very reliable

Obateniola Fayiga – my boy Teni went above and beyond just completing this project with some flare, I could tell he had a vision for what he wanted this project to be and the talent and knowledge to see it through, for a good portion of the beginning he was the primary code producer as he had the most experience amongst us I believe, later on we all shared the work as we got a grip on the language but Teni really got the ball rolling for our group, he drew then graphically illustrated all of the sprites and their animations, he took many of the ideas that our group developed at the beginning and incorporated some into his vision for the game, maybe a bit too independent because we had not discussed him going that far, worked on comments, hard worker and very driven

Andrew Galbraith – also previously experienced, helped me personally with understanding different parts of the language, very personable, made large contributions to the project, especially in group settings when we faced difficult bugs or other issues, worked well remotely also, extremely reliable

Riddhi Gunasekaran – operated nearly identically in quality to Kishore, was instrumental in determining what we would use for the main menu and game over screen texts, worked very well with the group, worked on certain parts independently as well, very reliable

Logan Ward – hey that's me, might be worth mentioning that I am the one who decided that our endless mode that meets the project requirements regardless of flare would also include Teni's special made monsters instead of them only being a small part of the boss fight since the wording you use for the assignment does not disallow us from having special monsters as long as we do have a type that randomly swerves left or right as it falls and I did not want his effort to go unrewarded or unseen