**Team 7 – Team Shmucks - ZENSHIRO: Astro Samurai**

**Curtis Antolik**

* Laser Eyes
* Bomb
* Fireballs
* Miniboss
* Reflected Bullets
* Homing Missiles
* Healthbar
* Player Sword Charging
* Progress Bar
* Gun Modes
* Sound
* Coding in spritesheets
* Spawning patterns

**Patrick "Smee" Buford**

* Title screen
* Scales
* Turrets images
* Miniboss Spritesheet
* Final Boss Spritesheet
* Final Boss body/neck

**Clyde Austin Drexler**

* Zenshiro Spritesheet
* Final Boss Spritesheet
* Jetpack Spritesheet
* Bullets
* Sword
* Bomb Animation

**Jacob Knipfing**

* Main game engine (Shooting, sword, jetpack)
* Dragon scales scrolling
* Gun Turrets (Aiming EVERYTHING)
* Spikes
* Jetpack Particles
* Shooting Enemies
* Player Movement

**Calvin Spencer Kwok**

* Menus
* Continues
* Sidebar/UI (Stars in the background)
* High Scores
* Name entry
* Testing functions
* Konami Code

**Sean McLoughlin**

* Story/Character Design
* Game Design Document
* Various Concept Art/Mockups
* Melee Enemies
* Menus
* Missile Turret Art
* Continue Screen

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We are group 6 in your SVN repository. Our bad.