Majority of the time we were working on our project we were on a discord call sharing our screen and giving tips, advice or ideas when needed, we also both wanted to have an understanding of what each person was doing.

For the main pieces of our project the workload distribution was the following:

(Although while implementing these features we did help each-other where necessary)

- Adam created boss fight and mini boss enemies.
- Sean worked on player movement and camera controller.
- Sean worked on creating 2 enemy variants.
- Sean worked on powerups health/homing rockets.
- Adam created initial blood particle system.
- Adam worked on collision system for enemies, Sean later updated this when working on the health system.
- Adam worked on creating spawn manager for enemies while Sean worked on spawn manager for deletion of bullets and rockets.
- Sean worked on getting a working health system in the game for the player and the boss.
- Adam worked on creating waves of enemies.
- Adam and Sean worked on UI implementation together.