Marshall:

I was the main artist to the team; I designed most of the models, such as the player craft, the enemy craft, (and a few other enemy models that ended up being unused), projectiles, and some of the wreckage; specifically, the metal boxes with the crosspieces, and the large wing. I also did a bit of consulting on designing the crater. For the style, I kept to a fairly worn, rough aesthetic, as the craft are owned by scavengers who are unlikely to keep their ships pristine. I also used sharp angles in several places to give the ships a rather fierce appearance. I also kept to the very worn, aged appearance on the wreckage. (Because, well, it’s ancient wreckage.)

In a more minor contribution, I also wrote the introduction text.

Evan:

Narrow attack collisions and logic

HUD design & code

Intro design & code

Obstacle modeling/texturing

Basic unit logic

Environment layout

Enemy concept sketches

Title Screen

Font choice

Game concept and title