

Report on the role of each member

Maxime LE-BORGNE/ 맥심 르 보그네 (50221625)	<ul style="list-style-type: none">- Map- Graphism- Main menu
Christophe SOURINTHON / 크리스토프 소린손 (50221606)	<ul style="list-style-type: none">- Bombs control and explosion- Power-up and special items- HUD
Yheb KANZARI / 옹 칸자리 (50221638)	<ul style="list-style-type: none">- AI- Character movements and controls- Code and performance optimization
Ilias LAMRANI / 일리아스 람라니 (50221618)	<ul style="list-style-type: none">- Code architecture and structure- C++ classes encapsulation- Code and performance optimization