# 🐾 *Catventure* — Group Contribution Report

**Course**: COIS-MDST-2830H-A: Multimedia and Design  
**Project**: *Catventure – A 2D Platformer Game*  
**Team Members**: Aidan, Chris, Sehaj  
**Date**: March 26th, 2025

## 🔹 Overview

*Catventure* is a side-scrolling 2D platformer where players guide a cat through puzzle-like levels using smooth movement and sprite-based animations. Our group collaborated across code, design, and documentation to bring the project together.

## 👥 Individual Contributions

### **Aidan**

* Developed the core game logic using HTML, CSS, and JavaScript.
* Implemented sprite-based animations using 32x32 frame slicing for sitting and laying states.
* Programmed player movement, input handling, and canvas rendering logic.
* Integrated dynamic level loading from CSV files.
* Ensured smooth interaction between gameplay elements (platforms, collision, game states).

### **Chris**

* Conducted research into UI/UX best practices for platformer games and accessible game design.
* Wrote the README and project documentation, including:
  + Game objectives
  + User personas
  + Accessibility strategy
  + Code structure and development practices
* Helped test the game and provided feedback for iterations.

### **Sehaj**

* Designed all visual assets and selected the cat sprite sheet used in the game.
* Contributed to the game’s visual identity, including UI layout and in-game environment aesthetics.
* Designed the main menu, level transitions, and overall visual flow.
* Assisted in ensuring the accessibility of visuals (e.g., colour choices and contrast).

## 🔄 Team Workflow

* Used Discord for communication and weekly check-ins.
* Shared progress and files via GitHub, using branches for isolated changes.
* Collaborated through feedback and testing loops to fine-tune the game’s feel and polish.

## ✅ Final Notes

Each team member contributed significantly to the completion of *Catventure*. We divided responsibilities based on our individual strengths and made collaborative decisions to align gameplay, design, and documentation into a cohesive final product.

## 🖊️ Sign-Off

| **Name** | **Signature** | **Date** |
| --- | --- | --- |
| Aidan | Aidan Morbi | March 26 2025 |
| Chris | Chris Ricard | March 26 2025 |
| Sehaj | Sehaj Sahni | March 26 2025 |

Video Link

<https://youtu.be/KgNdI_jcBjE>