






Statement of Contributions

We, the members of Sea Drive, certify the following:

Contributions:

#	Last Name	Role	Contribution %	Contribution Description	Signature
1	Jayaseelan	Programmer	20%	Created the state machine for managing NPC states, created quest system	
2	Jensen	Programmer / Level Designer	20%	Created the sound manager and asset manager systems, implemented object pooling	
3	Moore	Technical Artist	20%	Helped with the npc state system. Worked on presentation script	
4	Rashid	Technical Artist	20%	Helped with object pooling implementation testing. Did performance test for object pooling, worked on presentation script	
5	Trinidad	Technical Artist	20%	Wrote and edited video presentation Helped with adding content to the quest system.	

We also certify that the following third-party assets were used:

Name of Asset	Source and licensing	Reason for Use
N/A		

Finally, we certify that the following third-party code was used:

Name of Asset	Source and licensing	Reason for Use	Your Contribution
Object Pooling	TA Tutorial (Lab 7)	Helped with creation of ObjectPool class	Adjusted to work with in-game assets.
DLL Tutorial	[link]	Tutorial	This setup was also used in this assignment. Rest of the code in our DLLs is still ours.