

1) What things have you self-learned in Unity and how you went about it

- Unity Editor Windows (Toolbar, Hierarchy, Scene View, Inspector window, Project Window)
- Importing Assets for Asset Store
- Layouts (2 by 3, 4split, Tall, Wide, Default)
- Moving objects in 2D, 3D dimensions
- Use of sprites to create game objects
- Creating scripts with C#
- Prefabs
- 2d Collider, 2d

2) What have you contributed to the group game proposal thus far

- At the very beginning of the class I was participating as a group and proposed some ideas about what kind of game would be feasible to develop based on time available and knowledge of Unity3d.
- Originally set roles for entire group (Testing, Project Manager, Game Design etc)

3) What assets you have found and/or created, including images, audio and/or 3D models

All the assets were found by Thomas and team has agreed on using those assets to build game.

<https://github.com/AndrewBaird98/CS485/blob/thomasepit-patch-1/Assets%20Game>

Sunny Land has been used by me to create a scene to test user character interaction

SunnyLand : <https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>

What implementation work have you done to the group Unity project (scripting, animation, scene setup etc)

- Provided scripts that are responsible for character movement (left, right, jump)
- Used 3rd party assets that were found and provided by team members to build 2D scene using sprites.
- Integrated and combined scripts provided by team members and placing character on the scene

5) What you plan to work on next

- Planning on creating richer scenes to improve user experience
- Planning to provide scripts on demand
- Planning to continue collaborate, combine and integrate team assets and scripts