**CS 5602 – Game Design and Development**

**Fall 2024 – Project Task Division**

**Team ID:** 8

**Game title:** Breakout

**Task:** Final Game

|  |  |
| --- | --- |
| Task | Team members who worked on this task, incl. % contribution |
| Enemy AI System | Shehroz (60%), Arham (20%), Adil (20%) |
| HUD System | Adil (50%), Shehroz (25%), Arham (25%) |
| Player Inventory System | Shehroz (40%), Adil (30%), Arham (30%) |
| Level Physical Implementation | Arham (70%), Shehroz (20%), Adil (10%) |
| Level Lighting | Arham (50%), Shehroz (30%), Adil (20%) |
| Menu Screens | Adil (70%), Shehroz (15%), Arham (15%) |
| Stealth Mechanics and Suspicion | Shehroz (50%), Arham (30%), Adil (20%) |
| Tool Implementation | Arham (60%), Shehroz (25%), Adil (15%) |
| Testing and Debugging | Shehroz (33%), Arham (33%), Adil (34%) |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |