

## Group 6: Individual Contributions<sup>1</sup>

### Lars Leganger

- Character movement (WASD)
- gunSettings.cs (Player)
- Gun swapping
- UI
  - Ammo, health bar and game menus

### Nathanael Getaneh

- Enemy AI
  - EnemyChasing.cs
- Death logic & animation
  - DeadNPC()
- Hitmarker
- Dynamic damage from bullets
  - Shots to the head takes more damage than shots to the torso and legs
    - Inside Shoot() in gunSettings.cs (Player)

### Ola Andrup

- Map design
  - Spawn points/scene changing.
  - Space station
    - Modular space station asset that had to be customized/molded to fit our needs and wants for Vincit Astra's gameplay.
  - Interactions
    - reactor room/intel room
- Reload animation (Player)
- Sound design
  - Music and sound effects

### Ask Lindbraten

- Shooting mechanics (NPC)
  - TryShoot() and Shoot() in EnemyChasing.cs
  - State machine scripts for shooting and reload animation + attempt at **player** shooting recoil.
- Navmesh Surfacing
  - Turning the space station floor into a surface that the enemies navigate around as a Navmesh Agent.

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<sup>1</sup> This list showcases the **main** responsibilities of the group members. It is worth prefacing that each team member has complemented, supported and helped each other with their tasks as a cohesive whole.