CONTRIBUTION – NINJA BOY

By Disi Pepiq & Luke Kelly

B00138946 & B00145200

We both did our fair share of the work and communicated well throughout the project.

We both designed the theme and levels of the game as a group using the skills learned with create with code and also some personal study of unity and C# as a whole.

The level design was a group effort with us taking turns uploading to github and splitting the work. Luke created the scripts, spawn manager and the obstacles and Disi did the animations, sound effects/audio and the menu. We worked as a group in tandem rather than 2 separate entities so there was a lot of crossover in creating each individual asset in the game, we also both looked for the actual assets for the game in the unity asset store.