

Vanier College
Faculty of Science and Technology
Game Programming 2
420-541-VA (Sect. 00001)

“Tower of Madness”

“Fight! Survive! Escape!”

Game Team

Trevor Obodoechina

Janna Lomibao

Sen Bellotiny Donissaint

Samuel Cano-Gallo

Karl Alvarado

Team Roles and Responsibilities

*Please refer to TutorialScreen for Level design and HUD. For movement refer to TestingScene in case of errors.

Team member	Role	Responsibilities
Trevor Obodoechina	Game Design	<ul style="list-style-type: none">- Designed the core design.- Created Tutorial level- Looked for usable 3D models
Sen Bellotiny Donissaint	Movement/attack Design	<ul style="list-style-type: none">- Game mechanics programming- Creating animations for the main character- Looked for usable 3D models
Janna Lomibao	Game Design, NPC	<ul style="list-style-type: none">- Helped in designing game level and environment- Looked for usable 3D models- Created a basic NPC- Assets
Samuel Cano-Gallo	Arena design	<ul style="list-style-type: none">- Helped creating arena floor- Currently implementing sound
Karl Alvarado		