

# Sprint 4

Team Name: Irregular Innovations

Hassan Al Lawati: Scrum-61: pickaxe.fbx, Scrum-53: tree1.fbx tree2.fbx tree3.fbx,  
Scrum-54: rock1.fbx rock2.fbx rock3.fbx, Scrum-62: axe.fbx, Scrum-65:  
hunting\_weapon.fbx, Scrum-40: Prototype\_scene.unity

Chris Maude: Scrum-33: EntityStats.cs Enumeration.cs Scrum 71: Enumeration.cs  
Scrum 58: Entity.cs Scrum 70: Entity.cs EntityStats.cs

Jason Morales: Scrum-64: Prototype\_scene.cs, Scrum-66: GenericAnimal.cs,  
GenericHarvestable.cs, Scrum-68: Interactor.cs , Scrum-69: Harvest.cs; Jason's work  
also included UI elements in Unity that do not appear as files, and thus would not be  
reflected here

Hoanh Nguyen: Scrum-59: CreatureCarnivore.cs, Scrum-60: CreatureHerbivore.cs,  
Scrum-67: ChestController.cs, BaseController.cs; Hoan's work also included models  
built in Unity and using Unity particles that would not appear as files, and thus would not  
be reflected here.

Faizan Zafar: Scrum-55: WaterShader.shadergraph, subdividedplane.fbx Scrum-35:  
FoV.cs, FoVEditor.cs, customTags.cs,GenericAnimal.cs