**ICT397 Group Declaration Sheet**

**Assignment/Project Name:** ICT397 Assignment 2 - OOber Taxi

**Group Name:** Group Carré

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| --- | --- | --- | --- | --- |
| **Member’s Names** | **Brief Description of Tasks** (if more space is needed, attach extra sheets) | **Member’s contribution to the total work (%)** | **Date** | **Signature** |
| Jack Matters | Completed extensive documentation.  Setup majority of documentation for completion.  Wrote Physics Engine components.  Handled creation of rigid bodies for game objects and collision detection.  Handled all physics related computations.  Wrote texture manager class.  Handled the reading and storing of all textures.  Handled the accessing of all stored textures.  Wrote Lua script class.  Handled the creation of all lua script files.  Handled the reading of all lua script files.  Handled the storing of all data from script files.  Wrote the AI class.  Wrote classes related to the FSM method.  Handled the creation of different states for AI to switch between.  Handled giving AI to models.  Created a Structs class that contained several different useful structs.  Tested implemented code.  Doxy commented files.  Debugged code.  Wrote some notes for presentation slides  Presented game engine to faculty and students | 45 | 01/05/2018 |  |
| Cordell Smith | Organised weekly meetings  Setup code repository  Planned the game engine architecture design including flow charts and diagrams (UML)  Implemented software design patterns into the game engine  Implemented game asset loading  Implemented model loading using assimp  Implemented terrain loading using custom classes  Implemented heightmap generation  Implemented correct texturing of models and terrains  Implemented Opengl 3D engine using modern Opengl shaders  Implemented rendering engine  Implemented fully functional working 3rd person camera class to follow player  Implemented input engine (keyboard and mouse input)  Started model animation (not finished)  Worked on collision detection between models and terrains  Refactored code for efficiency and optimisations  Completed extensive documentation  Doxy commented all class files  Debugged code  Tested implemented code  \*\*\* Tested and changed build configuration and code generation to be able to be run on any system \*\*\*  Reviewed pull requests to code repository  Organised final game engine presentation slides and speaking roles  Presented game engine to faculty and students | 55 | 01/05/2018 | Cordell Smith |
| Github Slack | <https://github.com/CordellSmith/ICT397Carre>  Can only be added via email invitation. Please inform if you would like an invite. | Not applicable | Not applicable | Not applicable |
| ***Total percentage*** *(should total to 100% if all work is completed)* |  | 100 | 01/05/2018 |  |

**Instructions:**

Please complete the information as specified above. It should list each group member’s percentage contribution to the submitted work. *For example if there are 4 members and they all make equal contributions to the total work, then each gets 25%*. This statement needs to be signed by all group members to indicate their agreement to percentage breakdown.

The purpose of this declaration is to provide documentary evidence of each group member’s contribution to the submitted work. Please present this sheet after the printed and completed unit cover sheet.