

Carlton Wilcox

Professor Amy Banic, Ruben Gamboa, Mike Borowczak

COSC 4955-01: Senior Design

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Statement of Work

Team: Cryptid Games

Member: Carlton O. Wilcox

Over the course of our project, I oversaw and completed the following tasks, working on/creating the players, character animations, networking, sound, and object-world interactions. For the characters I worked on player movement, camera movement, animation, world interaction, inventory, and crafting. I created an 8 directional player controller that was able to attach to additional players. I created animations for the players, the sasquatch, and fire from art provided by James Schuchardt. I also added in the camera that supports rotating around the player and follows the player while moving. I created a camera script that supported the functionalities above with the help of James Schuchardt. The biggest task I was assigned was creating a functional networking system to allow for 4 player multiplayer and this was an ever-continuing task up until the end. This meant that I was in charge of creating our lobby and menu scenes, player spawning, and AI (provided by Andey Robins and Brandon Endsley) networked spawning for the game, as well as creating a script that allowed for map generation (provided by Brandon Endsley and James Schuchardt) seed synchronization across all clients of the game. Additionally, one of my other bigger tasks was making sure that with each new push to the project everyone's pieces worked together. This meant that I had to understand each part of the project to maintain its functionality as well as work out the bugs with the world interaction, object interaction, other player interactions and much more. Lastly, my final task was the inclusion of sound into the game which was my favorite part of the project, I created the noises for the player footsteps, oil, campfire and Sasquatch.