**Contribution Statement – Safari Adventure**

**Team Members:**

David Thornton / Aleksandr Hovsepyan / Alexandru Diaconu

**Contribution:**

David – manipulated the powerup from the alpha version, when you pressed the spacebar, the enemy would have disappeared, to in this version missiles were added which are being shot towards the enemies to make them disappear. Aleksandr had the idea with the missile. David also developed our second powerup the “thunder”, where it lets the player to go through the enemy for few seconds and added to the spawn manager to spawn them. David choose the deer as the enemy, as it suited our player character and the game name. David also did the player and enemy animations, which change depending on the state of the character and enemy speed.

Aleksandr – in game sound effects and player/enemy effects. When the player jumps there’s a sound effect which lets the player know the character jumped. Aleksandr added in game music and particles to the player & the enemy. Aleksandr made the music to be played once the player plays the game, when paused or in the Main Menu the music stops. Aleksandr adjusted the environment plane & colour. He made sure in the end all unused files and assets were removed. Particles and sound for the missile.

Alexandru – when buttons are hoovered & pressed, they change colour, so it lets the player know the action they choose. Alexandru did the Instruction Scene, from the write up of the game play, to the instructions where he added the left, up, right (arrow image) & spacebar, which lets the player know about the game mechanics.

**Conclusion:**

Our game is suited for users aged 7 upwards. [PEGI 7]

Aleksandr and David made sure throughout each commit that the game was errors/bugs free.

Alexandru found out that the display for the WebGL size is 960x600. Aleksandr adjusted each scene size to look good in our perspective when we finalized the game.

Altogether we had fun making the game. Commitment and participation were combined well in our opinion to create this game.