# Contribution Statement for Unity Project

**Introduction:**

We as a team created an alpha version of a game called “Safari Adventure” which is a Unity-based game set in a safari, where players navigate obstacles using jumping and directional controls.

**Team Overview:**

**Team Members:**

David Thornton - B00152842

Aleksandr Hovsepyan - B00153935

Alexandru Diaconu – B00151494

Our team implemented our diverse skills to Safari Adventure with each contributing to aspects of the game's development.

**Our Collaborative Contributions:**

Throughout the development process, we adopted a collaborative approach where each team member engaged in similar tasks of mutual support and shared responsibility.

As a group we collectively participated in:

* **Game Design:**

Together, we came up with ideas and polished the game rules to make sure players have a smooth and fun experience.

* **Asset Usage:**

Aleksandr worked on characters, designed how the menus will look and other assets that together give Safari Adventure its look however input was received from the other members.

* **Quality Assurance:**

We often tested each other's work and gave feedback to find ways to make things better. This made sure the game was always top-notch and looked the same throughout.

* **Project Management:**

David led the project, but we all played a part in making decisions. Everyone in the team talked and shared their thoughts to make sure the game turned out great.

* **Programming:**

Enemy Script: David/Alexandru worked on this code.

GameManager: David worked on this code.

Main Menu: Alexandru/Aleksandr worked on this code.

Move Forward: Aleksandr worked on this code.

PauseMenu: Aleksandr worked on this code.

PlayerController: David/Alexandru(power up) worked on this code.

PowerUp: Alexandru worked on this code.

RepeatGround: David worked on this code.

SpawnManager: David worked on this code.

**Signed by:**

Aleksandr Hovsepyan

David Thornton

Alexandru Diaconu