

Github: <https://github.com/DemonWithNoName/FinalGame>

Alexandra Draghici

- Story
- Sound
- Menus
- Interfaces
- Prolog/Epilog Scenes
- HTC Vive Utility
- Video Edit (Prolog/Epilog)
- Timer in Office
- Game Over Scenes
- Writing Font

Alexandra Wahl

- Story
- Game Design (Hallway, Office, Prof. Lab)
- Blender Objects (Students Dorm Room, Donut, Different Papers, Ultimate Demon, Mug)
- Fighting System (Player and Demons)
- VRTK Interactions with Objects (Pick up Objects, Trigger Door Knob)
- Animation Little Demons
- Tutorials (Hallway, Prof. Lab2)

Muhammad Usman Aslam

- Story
- Game Design (Office, Prof. Lab)
- VRTK Camera

Habib Mustansur

- Bow and Arrow Design in Blender (Not used in the Game)