Individual Contribution Report

Denis Remo

## Overview

During the project’s development, I was assigned with a variety of tasks. Some included programming and building some of the obstacles in the game including the Red Giant, wormhole, asteroid ring and asteroid belt. I worked on the spawning system for the wormhole. Unlike other obstacles, the wormhole must be spawn in pairs. Later in the development, I was assigned the task to build and program UI elements for the Victory and Game Over Screen and I also I assigned the task to update the prefabs with the 3D models.

## Github Commits

















