B00127443/Jason Rozor

B00137539/Shane Deegan

Overall, we both worked on the making of the game in the form of having the camera where it is, position of obstacles, primitives being deployed, decisions of player movement and decision on the shapes of the obstacles. All of this both Shane and I worked on it together.

For our “Scripts” folder we both put in work for every script however, I mainly did work on the “Player Controller” and “Move Back” scripts, whereas Shane mainly did work on the “Destroy Out Of Bounds” and “Spawn Manager”.