Maze Madness Text File

Made by Paul Hart, Yemi Mabinouri and Steven Akamelu

Paul Hart:

Paul is in charge of setting the GitHub to make it possible to submit the work we have done for the alpha version and also making the WebGl so our game is playable. He also had the idea to get a maze generator and a powerups assets along with the monsters assets from the unity playstore. We also decided as a team that Paul would do the additional two levels for maze madness needed for our project. He brainstormed some ideas along with us on what we should add into level 2 and 3.

He also made the menu for the game.

Yemi Mabinouri:

Yemi was working on actually creating our idea for our project reality, in terms of being the one who opened unity after downloading our assets from the unity store through the help of Paul and Steven and building up our idea to hold a maze and different advancements to help the build-up of the game. Yemi would do the first level in terms of adding the walls and making the player the main focus of the game.

Steven Akamelu:

I oversee writing the text file of who is doing what in the project. I am also the times keeper meaning I set up a timetable of when we were all available to meet up depending on the times when we could do the project and work together. I kept things in a certain order, so we were organised and ready for the next stage of whatever we were going into. I also came up with the general concept of Maze Madness and any issues we found ourselves into I would try to come up with solutions on how to overcome them and make ideas on where we could progress making our project better while listening to the opinions of Paul and Yemi. For example: the character for our project wouldn’t appear so I told Yemi he could import the characters in Unit 2 and try to put the characters into our own project so it could appear and hopefully work. I would be the one who is making the menu system so the players would be intrigued by the menu screen when they first come on the game.