

Division of Work:

Julian Abela:

- People behaviour and car crashing animations
- Scene setup and crashing scripts
- Corrected reported problems related to the animations
- Sound effects
- Replay menu
- Testing and debugging
- Documentation:
 - Abstract
 - Conclusion

Michelle Falzon:

- Database management, and linking game to database with SQL and PHP
- Car driving scripting
- Corrected reported problems relevant to the car
- Main Menu
- Testing and Debugging
- Documentation:
 - Methodology,
 - Database

Keith Camilleri:

- Building the game world
- Gameplay scripting in decision process (car behaviour and slowing down)
- Canvas button and timer behaviour
- Connecting the scenarios together (fading and randomising)
- Corrected problems related to the canvas
- Documentation:
 - Evaluation

Kristina Catania:

- Building the game world and amended changes
- Setting up the different scenarios
- Reported any problems in the game world

- Outline system and labels on game objects
- Testing and Debugging of scenarios
- Music Connections
- Documentation:
 - Literature Review
 - Gameplay

Jenny Attard:

- Building the game world and made changes when needed
- Setting up of different scenarios
- Testing and debugging of scenarios
- Reported any problems in the game world
- Added some of the scripting to combine everything in the scene with testing and debugging again
- Documentation:
 - Evaluation
 - Literature Review
 - Further Implications

Meeting were held during free periods and also during holidays. These meeting were held to discuss what to include in the game, any changes to the implemented game and also how to proceed with the next tasks. Soft deadlines were also made to help finish the implementation. Julian was mainly more involved with the animations, Michelle with the database, Keith with the canvas and some of the game world and Kristina and Jenny had the same tasks, the latter came up with different scenarios and divided the game world equally. Moreover the database was structured as a guideline together as a team during 2 of the meetings.