

APPENDIX A

Statement of Contributions

We. Jeffrey Lundy certify the following:

Contributions

#	Last name	Role	Contribution %	Contribution description	Signature
1	Jeffrey Lundy	Solo Developer	100%	Worked on everything	JL
2	Click or tap here to enter text.	Choose an item.	Click or tap here to enter text.	Click or tap here to enter text.	
3	Click or tap here to enter text.	Choose an item.	Click or tap here to enter text.	Click or tap here to enter text.	
4	Click or tap here to enter text.	Choose an item.	Click or tap here to enter text.	Click or tap here to enter text.	
5	Click or tap here to enter text.	Choose an item.	Click or tap here to enter text.	Click or tap here to enter text.	
6	Click or tap here to enter text.	Choose an item.	Click or tap here to enter text.	Click or tap here to enter text.	

We additionally certify that the following are original (original means that it was developed with the purpose of solving a problem without fully relying on code found or provided in the labs) contributions of our work:

nput Manager System, User Metrics Logger				



We also certify that that the following third-party assets were used:

Name of asset	Source and licensing	Reason for use
Cinemachine	Unity	Simplify implementation and enhance camera controls



Finally, we certify that the following third-party code was used:

Name of asset	Source and licensing	Reason for use	Your contribution
Player Movement Code		physics for player movement	Made improvements to the jumping physics by altering air drag and gravity. Also fixed bug that allowed player to fly.