Team MixedPower – CS 4455 Alpha Individual Contributions

Team Member: Ivan Wong

Type of Task	Description	Files Created/Modified
Design	Helped design the game theme	N/A
Design	Created the game name	N/A
Design	Helped design the game menu	N/A
Design	Helped create the game menu assets	Photoshop Image Files
Design	Created the team logo	Photoshop Image File
Design	Designed the game level	Photoshop Image File
Design	Found textures for the game level	Unity Texture Files
Unity	Helped create the game level	Unity Scene Level1 – Environment
Unity	Created the Game Over screen overlay	Unity Scene Level1 – Canvas
Scripting	Created a third person camera to follow our character movement and mouse; character will also turn with the camera	Unity Scene Level1 – Mouselook.cs
Scripting	Created functionality to switch weapons between a gun and sword	Unity Scene Level1 – WeaponSwitcher.cs
Scripting	Added logic to ensure weapons can only be used when they are equipped	Unity Scene Level1 – PlayerShooting.cs, SwordController.cs
Scripting	Created Nexus with health stats and functionality to take damage	NexusStats.cs
Scripting	Added functionality to Game Over screen to track score, restart the game, or return to menu	Unity Scene – Level 1 GameMaster, Canvas, GameManager1.cs, GameOver.cs
Scripting	Added functionality to menu to start the game	Unity Scene – Menu, StartGameButton.cs
Unity	Made menu assets scale with screen size	Unity Scene – Menu, HUD