Contribution report Noah Stebbings 976098:

In this part of the assignment, I took a leadership role alongside Cai Sidaway *982445*. I produced many of the classes involved in the game, as well as helping with most of the classes I did not fully produce. In the first week, I created the level file reader, making the ability to link it to the graphical side of the game easy, as it called specific methods. In the second week, I helped to pick up where a fellow group member had struggled, and created the base of the game, and added basic versions of all the objects. I then added player interaction with objects such as walls. This version of the game was very simplistic, made up of coloured squares, one of which could move over some squares but not others. At the end of the second week, leading into the third week, I added full implementation of all items, doors, the goal and teleporter, as well as the Basic Up/Down / Left/Right Enemy. I then added the art created by Sindiso Sibanda *985526*, instead of just having coloured squares. In the third week, I then worked alongside Cai to link the main menu to the game, as well as George Cook *984336* to add sounds, Hao Wu *690523* to add the Dumb AI enemy, and Mohammed Raihan 991337 to add the Wall-hug enemy. Finally, in week four, I worked helped to implement Lok Sang Fong's *690713*, as well as helping Cai to create the save and load game functions, as well as doing general bug fixing throughout the project, and writing a checklist of everything our final video needed to show, to show proof of all specification points made.