# IMM Project Asset and Contribution Sheet (Alpha Version)

Group Members

Salem El Atrash - B00149614

Daniel Aigbe - B00150058

Adefolajuwon Adeniran - B00157067

Assets

NPC - https://assetstore.unity.com/packages/3d/characters/robots/robot-soldier-142438

Magic Bullets - https://assetstore.unity.com/packages/vfx/particles/spells/magic-vfx-ice-free-170242

Player - https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/free-low-poly-human-rpg-character-219979

Main Map - https://assetstore.unity.com/packages/3d/environments/landscapes/low-poly-simple-nature-pack-162153

Contributions

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| Team Member | Salem El Atrash | Adefolajuwon Adeniran | Daniel Aigbe |
| Finding Assets | Searched the Unity Asset Store for environmental elements and interactive objects. | Assisted in selecting technical assets like physics modules. | Chose base models and textures to modify for the game's unique aesthetic. |
| Implementing Assets | Integrated the assets found into the game's levels, tweaking them for better gameplay. | Implemented technical assets into the game, ensuring smooth integration. | Customized and implemented 3D models and textures into the game environment. |
| Collaboration | Collaborated with Adefolajuwon on asset and code integration. | Collaborated closely with Daniel, to ensure that the models and animations are compatible with the game's code. | Worked with Salem to ensure models and animations were code compatible. |
| Typing C-Sharp | Wrote and debugged C# code for character movement, shooting mechanics, and robot AI. | (Not involved in this area) | (Not involved in this area) |
| Code Optimization | (Not involved in this area) | Optimized and refined code for enhanced performance and functionality. | (Not involved in this area) |