# IMM Project Asset and Contribution Sheet (Final Version)

Group Members

Salem El Atrash - B00149614

Daniel Aigbe - B00150058

Adefolajuwon Adeniran - B00157067

Assets

Playable Character - <https://assetstore.unity.com/packages/3d/characters/humanoids/3d-anime-game-character-female-267371>

Enemy NPC - <https://assetstore.unity.com/packages/3d/characters/creatures/elemental-animations-free-227604>

Visual Effects - <https://assetstore.unity.com/packages/vfx/particles/simple-particles-fx-toon-effects-244171>

Health Powerup - <https://assetstore.unity.com/packages/3d/props/simple-collectibles-pack-123092>

Sky Background - <https://assetstore.unity.com/packages/3d/environments/simple-sky-cartoon-assets-42373>

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 | Coordinated with both Adefolajuwon and Daniel for seamless integration of assets and code; acted as the liaison between technical and design teams. | 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 | Led the development of C# code for character movement, shooting mechanics, robot AI, and environmental interactions. | Provided support in debugging and refining existing C# scripts, contributing to the overall code quality. | Provided critical feedback on the implementation of the code, especially how it affected the visual elements. |
| Code Optimization | Took part in optimizing the game's code, focusing on memory management and asset loading efficiency | Optimized and refined code for enhanced performance and functionality. | Contributed to optimizing the game's performance from a visual standpoint, ensuring efficient rendering. |