**INVASION EVASION**

**PROJECT CONTRIBUTIONS AND REFRENCES**

**Member : Ryan Dunne, B00154780**

**Member : Justas Juozaitis, B00155152**

**Justas Juozaitis, B00155152**

* **BulletMovement Script**
* **DestroyOutOfBounds Script**
* **PlayerController Script**
* **Player Health System**
* **EnemtScript (Health)**
* **Score + Score UI**
* **Game Over + GameOver UI**
* **Boss behaviour (health)**
* **Power Up(Adds health)**

**Ryan Dunne, B00154780**

* **UIManager Script**
* **SpawnManager Script**
* **Enemy Script (Movement)**
* **Health UI**
* **Round + Round UI**
* **Restart + Restart UI**
* **Boss spawning + movement**

**Joined Effort**

* **Player model**
* **Bullet model**
* **Playing Field**
* **Collision Detection**
* **Enemy Model**

**REFERENCES**

1. Allow the player to look and move in the direction of the mouse.

* https://www.youtube.com/watch?v=QIaek6rlfBY