

## Team 15 Team Member Contributions:

### Ethan Cooper:

- Made Prefabs
  - Blood Vessel Straight tube
  - Blood Vessel Curved tube
  - Blood Vessel Connector tube
  - COVID
  - White Blood Cell (Player)
  - Red Blood Cell
  - Megakaryocyte Cell
  - T Cell
  - B Cell
- Scripted Player movement
- Created the healthbar
- Created the healthbar script so that collisions reduce health
- Added decorations to start menu (placed the course and npc models in the start menu scene)

### Jonathan Harvey:

- Made Blood Vessel Course Prefab
  - Using the Blood Vessel Straight tube, Curved tube, Connector tube prefabs
- Made Antibody Gun Prefab

### Richard Noeske:

- Setup Multiplayer Framework:
  - Setup PlayFab packages and server builds
  - Added Mirror and configured single player scripts to work with Mirror
- Added base scenes (start menu, game scene), and added UI functionality
- Created system for spawning random cells in the course
- Created some particle effects (ambient particles, projectile trails)
- Setup joystick button inputs
- Setup game flow transitions (Start scene to game scene, role selection to gameplay)
- Tested performance of prototype during deployment to multiple devices

### Haokun Wang:

- Scripted covid and blood cells movement
- Scripted covid and blood cells respawn mechanism
- Add explosion audio effect to covid
- Add interaction mechanism to white blood cell ship with covid (explosion) and blood cells (highlight and absorption)