Team 15 Team Member Contributions:

Ethan Cooper:

- Preliminary prototype:
    - Made Prefabs
        - Blood Vessel Straight tube
        - Blood Vessel Curved tube
        - Blood Vessel connector tube
        - COVID
        - White Blood Cell (Player)
        - Megakaryocyte Cell
        - T Cell
        - B Cell
    - Scripted player movement
    - Created health bar
    - Created health bar script
    - Added decorations to start menu
- Final prototype:
    - Added tutorial text to the character selection
    - Created Win screen
    - Created score tracker script
    - Added score to game screen
    - Added the win condition (killing 50 covid viruses wins the game)
    - Updated object size and speed to increase difficulty
    - Optimized player movement speed
    - Helped with sound effects
    - Tested the game for bugs
    - Sketched tutorial section of the game
    - Edited the demo video

Jonathan Harvey:
- Preliminary Prototype:
    - Made Blood Vessel Course Prefab
        - Using the Blood Vessel Straight tube, Curved tube, Connector tube prefabs
    - Made Antibody Gun Prefab
- Final Prototype:
    - Updated Blood Vessel Course Prefab
    - Created Death Screen
        - Restart Button
    - Created Usability Issue Response Documentation

Richard Noeske:
- Preliminary Prototype:

- ○ 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
- ● Final Prototype:
  - ○ Added voice chat
  - ○ Fixed various bugs (both apparent and not apparent)
    - ■ E.g. spawning behind canvas bug, cell spawning bugs
  - ○ Added a system for smoother scene transitions
  - ○ Added various quality of life effects:
    - ■ Camera shake on collisions
    - ■ Particles for when cells are destroyed
    - ■ Particle trail for the player ship
    - ■ Particle burst for when projectiles hit an object
    - ■ Outlines for cells when pointed at
  - ○ Made sure changes of other teammates (e.g. sound effects) were properly integrated into multiplayer
  - ○ Added healing effect to B cell
  - ○ Reworked and synchronized bleach powerup
  - ○ Added alternate fire mode
  - ○ Addressed some of the user feedback

Haokun Wang:

- ● Preliminary prototype:
  - ○ Scripted blech power
  - ○ Scripted blood cell movement
  - ○ Scripted covid movement and explosion effect
  - ○ Tested the game for bugs
- ● Final prototype:
  - ○ Added audio source to cell collision and covid explosion
  - ○ Add T cell collection and power collection bar
  - ○ Add highlight effect when ship collide with blood cells