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)