**Kaleb Tangen:**

**My Contribution to the Project**

**Project Management**

* In brain storming I came up with the idea to do our previous game but just in three dimensions
* I created the git hub repository and tried my best to facilitated the sharing of files
  + We had a lot of issues with that my group members had a mac I had windows and our branches in github where acting wired I found ways around the issues such as we had to use just my branch because main would go back the sample scene default even after merging my branch with the main

A screenshot of a computer

Description automatically generated

* I also did a lot of the documentation in the code and created the PDF with screenshots and video of playing the game.

**Creating the Game**

* Crated Impact effect, Laser material, and fireing positions for the lasers
* I coded the player laser logic and with some help created the opponent laser logic this allowed players and opponents to shoot at each other.
  + Along with this implemented the player health system that worked and with a lot of help I worked on an opponent health system which did not work unfortunately
    - The health bars to represent the syteam were not done by me just the logic
* I did the Spawnfield that spawned instances of opponents whether asteroid or spaceship
  + I also had to fix an issue where the player was not automatically targeted when a new instance of the opponent spaceship was created I had to implement a fix for that. And Made it to where the spawnfiled could set the player as a target after spawning an opponent.
* I also Helped others with debugging their code when needed.

Below are screen shots of parts that I worked on in the game screenshot you see the lasers for both player and opponent shooting you see impact affects

A screenshot of a video game

Description automatically generated

A screenshot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated On the screenshots of the code you can see the sections I worked on I did most of the Health.Cs, GameManger.cs, as well as the laser sections of the Controller and OpMove scripts.

A screenshot of a computer

Description automatically generated

**Presentation**

* When our time to present came I was responsible with running the PowerPoint while we discussed out project.
* I specifically presented bout the controller.cs, Spawnfiled.cs, opMove.cs, and follow player.cs
* I also discussed a few of the issues we ran into while working on the projects including
  + Github
  + Difficulties on opponenet health system.