Individual Contributions to the Group Project

Group: Team KiutBois

Team Mate (Name)	Contributions to Team	Commendations	Percentage of contribution
Lim Hon Sheang	Role: Scrum master, Client liaison, Product Owner Contribution: 1. Task management in Teamhood platform 2. Client Liaison and communication 3. Maintaining communication with lecturer 4. Blender model compilation 5. Client handbook preparation 6. Final report responsibilities	- He adeptly managed tasks using the Teamhood platform, ensuring transparent allocation of responsibilities among team members and maintaining an organized workflow. - He proactively communicated with clients, scheduled meetings, and thoroughly understood their requirements. Serving as a liaison between the team and clients ensured that project expectations were aligned, and the development process progressed seamlessly. - He actively engaged with the lecturer, providing regular updates on the team's progress, and sought guidance when encountering obstacles. Maintaining open communication kept the lecturer informed and effectively leveraged their	60

		expertise to overcome project challenges.	
		- He assembled all required 3D models, such as the overview engine, car engine, car battery, and car fuel tank, and integrated animations for exploded views before handing them over to team members for Unity implementation, enhancing the project's visual assets.	
		- He prepared the Client Handover document, which included comprehensive information about the project's progress and deliverables, and successfully obtained client approval by ensuring the handbook met their requirements and addressed any concerns.	
		- He played a significant role in various sections of the Final Report, including the Introduction, Project Management (covering Project Planning, Project Schedule, and	

		Client Management), Detailed System Design (incorporating Prototype Screenshots, HIPO Charts, State Diagrams, and Blender Screenshots), Quality Assurance (encompassing Surveys & Questionnaires, Feedback Analysis, Unit Test Documentation, UAT Methodology, and Post-project support), Conclusion, References, and Appendix, ensuring a comprehensive reflection of the project's objectives, processes, and outcomes.	
Danny Chan Yi Xiang	Role: Technical lead Contribution: 1. Model importing 2. Scene management 3. Modifying models 4. UI and Environment Design	- He ensures that models are in compatible formats for Unity, such as FBX, OBJ, or BLEND, and utilizes Unity's asset import pipeline to bring 3D models into the project, adjusting import settings to optimize performance, including mesh compression, texture size, and rig simplification. - He organizes scenes and assets logically within Unity's Project window to	40

		manage large projects effectively and facilitate easier navigation for team members, while also utilizing Layers and Tags to manage object visibility and selection during runtime or editing.	
		- He employs Unity's tools or external 3D software for further modifications to models, ensuring any changes are re-imported and updated in Unity, while also maintaining consistent scale, orientation, and pivot points across models to prevent issues in the game environment.	
		- He designs UI elements within Unity using the Canvas system and ensures UI scales correctly across different resolutions by utilizing Canvas Scaler. Additionally, he builds immersive environments by strategically placing models, lights, and other environmental elements, utilizing Unity's Terrain tools or third-party assets for enhanced landscapes.	

All group members agree to acknowledge the above contributions. (Yes/No)

*We understand that if we answered No to the above, we will be called for a viva with the Module Leader to mediate the dispute.

Signatures

LIM HON SHEANG	
DANNY CHAN YI XIANG	