Contribution Statement

*MOONLANDER*

*(ALPHA)*

Matas B00149694 – Scripted the functionality of Picking up the gems and Obstacle functionality (hitting obstacle ends the game and gives the gamer a game over screen with the option to restart the game); set up GitHub Repositories for the team to use.

Patryk B00153346 – Downloaded and put together the assets, created the map in which the player plays on, created the Main Menu at the start of the game and programmed the buttons accordingly. Created the WebGL Build.

Enrico B00156016 – Added user control to the Vehicle, got the gems and obstacles to spawn when the game starts.

Note: Our Group had no issues splitting the work everybody contributed equally, we had a group chat set up and talked about the game development stages.