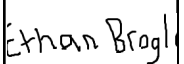
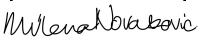
INFR 3110U – Game Engine Design & Implementation, Fall 2020

Group Assignment 2

APPENDIX A

Statement of Contributions

#	Last Name	Role	Contribution %	Contribution description	Signature
1	Gauthier	Programmer	20%	Programmed Management Systems	
2	Lee	Programmer	20%	Programmed the Design Patterns	
3	Brogly	Programmer	20%	Programmed Management Systems	
4	Novakovic	Artist	20%	Did performance analysis and helped with some coding	
5	Calvert	Artist	20%	Did performance analysis and helped with some coding	

We additionally certify that the following are original (original means that it was developed with the

purpose of solving a problem without fully relying on code found or provided in the labs) contributions

of our work:

Spawner to be used for Object Pooling
Health/Enemy/Gun damage numbers from the flyweight design pattern variable code
Flyweight Design Pattern code - using examples and creating a new one
Game Sound code - half and half
UI Management code - half and half

We also certify that that the following third-party assets were used:

Name of Asset	Source and Licensing	Reason for use
Game music, dark and atmospheric, downtemp slow action, good for zombie style games	zapsplat.com	Temporary sound, Provides quality of life for sound and ambience
Gun, rifle, single shot, designed	zapsplat.com	Temporary sound, emphasizes sound effects and proof of concept

Finally, we certify that the following third-party code was used:

Name of Asset	Source and Licensing	Reason for use	Your Contribution

Game Engine Lab Code	Created by: Parisa Sargolzaei	Base project code	Lot of changes
Design Patterns in unity - Flyweight 01, 02, 03	Sqrly Code	Learn more and draw a sample template for flyweight patterns	Used template to create concept and then modified to fit our games context

Design Patterns in unity - Flyweight 01, 02, 03 websites:
01: https://www.youtube.com/watch?v=By579DX9aYc
02: https://www.youtube.com/watch?v=f3Qfw0-AlyI
03: https://www.youtube.com/watch?v=By579DX9aYc&t=7s