

Create a short document outlining what you did and how you contributed.

Helped generate ideas for levels, specifically level 2.

Helped build level 4 with Whitney

Created system to add score counts, display names on server, and track player deaths

Added transport between levels

Added spawn points to try to prevent players from breaking out of levels.

Added command gimmicks to levels 3 and 4

Formatted end spawn to allow easier access to enderdragon.

Talk about how you worked together to accomplish this goal.

I collaborated with everyone, but mostly with Whitney and Solly, to ease implementation of the levels and features of each level with command block coding and teleports between each section. Most of the key building was done by the rest of the class along with constructing the video playlist and level designs.