



## APPENDIX A Statement of Contributions

#	Last Name	Role	Contribution %	Contribution description	Signature
1	Gurung	Programmer and game designer	50%	-Singleton Pattern (SoundManager) -Design game in Unity -Factory Design Pattern -Flyweight Pattern -Achievement System -Pseudocode/flowchart -Final Project Video	
2	Carim	Programmer	50%	-Observer Pattern -Command Design Pattern -DLL customization -Final Project Video	

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:

Parag Gurung  
Shezwin Carim

### **\*\*Resources \*\***

Font used for Win/Loss Screen Endgame. (n.d.). Dafont.com. Retrieved February 5, 2023, from <https://www.dafont.com/endgame.font?text=Victory>

3D Asset Used, Skulls (N.d.). Free3d.com. Retrieved February 5, 2023, from <https://free3d.com/3d-model/skull-v3--785914.html>

Lava Texture Store, M. (2016, May 5). Lava 002. 3D TEXTURES. <https://3dtextures.me/2016/05/05/lava-002/>

Lava Foam Texture <https://www.filterforge.com/filters/1316.html>

Wall Texture Store, M. (2022, January 4). Stone Path 007. 3D TEXTURES. <https://3dtextures.me/2022/01/04/stone-path-007/>

Door Texture Store, M. (2020, January 2). Wood Door 002. 3D TEXTURES. <https://3dtextures.me/2020/01/02/wood-door-002/>

Platform Texture Store, M. (2022b, May 21). Stylized Stone Floor 005. 3D TEXTURES. <https://3dtextures.me/2022/05/21/stylized-stone-floor-005/>

Unity API Scripting Unity Technologies. (n.d.). Unity - scripting API: Unity3d.com. Retrieved February 5, 2023, from <https://docs.unity3d.com/ScriptReference/>

YouTube. (2023). YouTube. Retrieved February 24, 2023, from <https://www.youtube.com/watch?v=WKTZgf7ZDGs>.

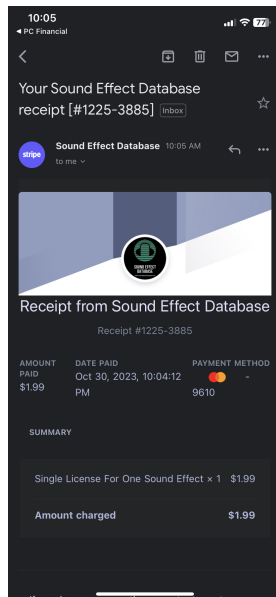
Katsukagi. (2022, January 22). Wood 025. 3D TEXTURES. Retrieved February 24, 2023, from <https://3dtextures.me/2022/01/22/wood-025/>

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Technologies, U. (n.d.). Camera.targettexture. Unity - Scripting API: Retrieved February 24, 2023, from <https://dev.rbcafe.com/unity/unity-5.3.3/en/ScriptReference/Camera-targetTexture.html>

## MENU GAME BUTTON CLICK SOUND EFFECT

[https://www.youtube.com/watch?v=yxafINGGm4Y&ab\\_channel=SoundEffectDatabase](https://www.youtube.com/watch?v=yxafINGGm4Y&ab_channel=SoundEffectDatabase) &



## JUMP SOUND EFFECT

[https://www.youtube.com/watch?v=JvgvwI4uqAw&ab\\_channel=ArtDeco](https://www.youtube.com/watch?v=JvgvwI4uqAw&ab_channel=ArtDeco) & Free Use

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

N/A