**Jay Ho – s3660319**

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**Interest -**

Growing up around games and electronics, creating and designing games has always been what I wanted to do. Being able to create and show others a whole different world has always been my motivation. I want to be able to entertain people with my creations.

**Previous Skills -**

I have little experience using the Unity platform and only used C# programming language a few times. While I may be lacking in technical expertise, I will make up with hard work and diligence. I can work well in a team, and always willing to learn new things.

**Acquired Skills -**

Being new to the game making/programming process, I have learned a lot about the hard and complicated process of creating a video game. I have learnt about the programming of a game and use of Unity as a platform to create the game. I have also learnt about the design process of the game, such as the art style/direction and creation of game art assets. While I cannot call myself an expert in game creation, I feel like I have learnt a lot in the process of creating this project.

**Assigned Role -**

My Assigned Role was assistant game programmer and creative game director/designer, I was mainly required to do the brainstorming and creation of the game mechanics. I also helped with the programming and scripting of the game.