This project was worked on by:

Nick Whelan

Andrew Palangio

And myself

Built and implemented Weapon Script and simple weaponry

Added in AI and navigational mesh

Weapon Switching

Built the level

Cube wall stuff and things,

Changed the shader

Messed with particles

Added menu scene with ability to start and quit game

Health UI

I think I deserve an 85 overall, have a good Christmas and I hope to see you around!