|  |  |  |  |
| --- | --- | --- | --- |
| Object | Nico | Stanley | contribution |
| Base/floor/platform | 100% |  | Nico – had most aesthetic design, Spent hours making it look dope.  Stanley – lost files due to unfortunate Github exprerience |
| EnemyBullet (Prefabs) | 50 | 50 |  |
| PlayerBullet (Prefabs) | 50 | 50 |  |
| Enemies (Prefabs) | 30 | 70 |  |
| Player (Prefabs) | 50 | 50 |  |
| Materials |  | 100 |  |
|  |  |  |  |
|  |  |  |  |
| Scenes | | | |
| Lv1 | 40 | 60 |  |
| Lv2 | 60 | 40 |  |
| Lv3 | 50 | 50 |  |
| Menu | 90 | 10 |  |
| Lose | 100 |  |  |
| Victory | 100 |  |  |
|  |  |  |  |
|  |  |  |  |
| Scripts | | | |
| SpawnManager | 30 | 70 | Nico – Worked on kill count.  Stanley – wrote the enemy spawn location and randomisation |
| EnemyMovement |  | 100 |  |
| EnemyBullet | 70 | 30 | Nico – worked on a functional solution to seek player.  Stanley – provided outline |
| PlayerBullet | 50 | 50 | Nico- figured out collider and fire positioning  Stanley – wrote script |
| DetectCollision | 50 | 50 |  |
| DestroyOutOfBounds | 50 | 50 |  |
| DetectPlayer | 70 | 30 | Stanley wrote Base code  Nico – tested and made it work |
| PLayerController | 50 | 50 |  |

GitHub Repository: <https://github.com/Stan-T-Pet/Heavy-Thrust>

Chief Contributor: <https://github.com/b00144312>

Live Game: <https://stan-t-pet.github.io/Heavy-Thrust/>