# List of Work

## Adam Aldridge (Agreed Contribution 25%):

* Investigated AR with goal of determining most suitable library (ARToolKit);
* Trained 54 markers;
* Implemented robot orientation and in-game navigation;
* Motion capture;
* AI (Random-choice & personality-driven);
* Integrated AI (with Toms help).

## John Gilbey (Agreed Contribution 35%):

* 3D modelling;
  + Robots: Robot A (Alpha), Robot D (Delta), Robot E (Epsilon);
  + Weapons: Sword 1 (unused), Sword 2, Sword 3, Broadsword, Gun (unused);
  + Other: Wings, Dice, Coin (unused).
* Character rigging;
* Assigning/plotting animation to models;
* MD5 export;
* Motion capture.

## Thomas Linstead (Agreed Contribution 40%):

* MD5 model loading with animations;
* Implemented external OBJ model loading code for static models;
* OpenAL audio implementation in ‘soundeffect’ class;
* Basic AR integration with main project;
* GUI and menu implementation in ‘menutextures’ class;
* ‘Freetype’ font library support with custom font;
* Card database in .csv format & data loading;
* Generic ‘Card’ object class to handle card data;
* ‘DevIL’ texture library incorporation;
* Gameplay and flow through step by step phases and turns;
* Implemented ‘gamestate’ static class to handle the current state of the game;
* Motion capture;
* Created a dice rolling system for spendable points;
* Designed and created 30 cards for use in gameplay;
* Robot orientation matrix mathematics utilising the ‘vmath’ mathematics library;
* Implemented particle system for fireworks on winning screen;
* Anaglyph 3D support;
* Large selection of modifiable options for options menu;
* Helped to integrate the AI system.