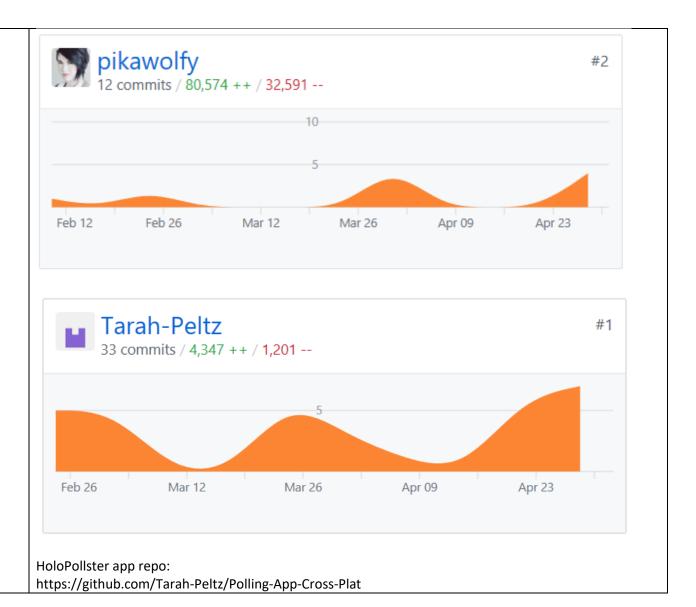
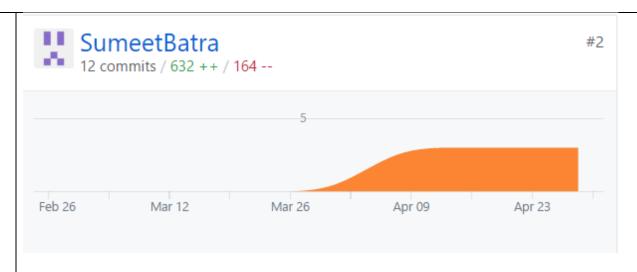


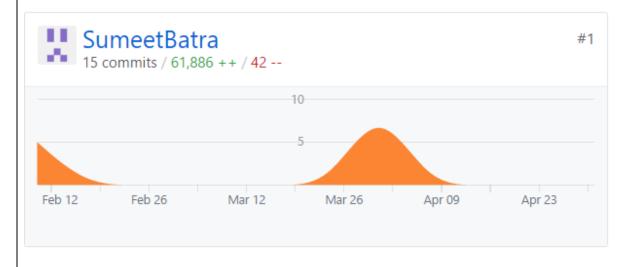
Screenshot of each member's contributions throughout the semester from GitHub: e.g.,





Unity Game repo:

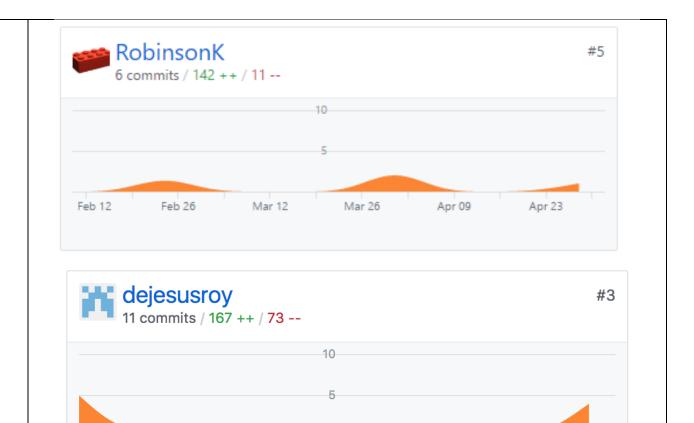
https://github.com/dejesusroy/CSCI3308-Holo



HoloPollster app repo:

https://github.com/Tarah-Peltz/Polling-App-Cross-Plat





Deployment: Link to deployment environment or explain how to access/run. To launch the HoloPollster Windows Phone app, download the HoloPollster folder (or clone the repo.) Open the HoloPollster.sln file in Visual Studios. Build the solution. Run the solution in a Windows Phone 8.1 emulator.

Mar 26

Mar 12

Apr 09

Apr 23

Feb 26

Feb 12

To launch a Unity game, download the folder containing the game (or clone the repo) and open the game's .exe file. Either method is fine as long as the user has both the executable and the respective data folder. Without the latter, the .exe will not run.

Auto-doc	Program: GhostDoc https://github.com/Tarah-Peltz/Polling-App-Cross-Plat/tree/master/Auto-Doc