

## Summary of Contributions

**Rane Dy:** I helped design and create the different game level rooms, specifically the living room and kitchen. I also found extra assets such as different shelves. I added the jump sound when the player hits space to jump.

**Kyle Just:** Added stairway and final bedroom sections, troubleshoot jumping mechanics, created golden window texture, adjusted lava speed, triggers, and difficulty. Additionally, added bouncy material to beds and couches, background music, better textures for the lava, HDR bloom on the lava, the TV with instructions, and the lighting in all rooms.

**Owen Lovett:** I found the asset we used for the player character and implemented the animations included with it. Created UI screens: Main menu, pause menu, options menu, game over screen, and game win screen. Handled functionality for all these screens such as pausing the game, and when the game win/over triggers.

**Joseph Rahmeyer:** Found assets from the steam store that included the textures and furniture used in some of the rooms. Worked on fixing collisions between the character and furniture. Assisted with the creation of the starting rooms as well as some of lava mechanics.

### External Credits:

“Stylized Lava Texture” by LowlyPoly:

<https://assetstore.unity.com/packages/2d/textures-materials/nature/stylized-lava-texture-153161>

“Nice Materials Pack Vol. 2” by YalçınKaragözler:

<https://assetstore.unity.com/packages/2d/textures-materials/nice-materials-pack-vol-2-67599>

“VOXEL Furniture FREE” by VIRTi:

<https://assetstore.unity.com/packages/3d/props/furniture/voxel-furniture-free-170365>

“Puppet | Kid | Free Demo” by João Baltieri:

<https://assetstore.unity.com/packages/3d/characters/humanoids/puppet-kid-free-demo-230773>

“Funny Song” by Benjamin Tissot:

<https://www.bensound.com/royalty-free-music/track/funny-song>

“Jump\_C\_07” by cabled\_mess: [https://freesound.org/people/cabled\\_mess/sounds/350900/](https://freesound.org/people/cabled_mess/sounds/350900/)