Eduard Iablonschi – Group 10

List of assets I have contributed on:

* Researched the aiming and power bar
* Researched creating a cannon prototype which would contain both the power bar and the constantly moving trajectory
* Researched and referenced sound effects meant to be implemented into our game
* Researched and created prototypes for game mechanics:
  + Turn-base multiplayer feature which allows switching between characters after each one shot a projectile
  + Shooting a projectile and switching between characters done by pressing a single button
  + Custom camera which was meant to smoothly follow the projectile in both directions but did not work as intended
  + Waypoint marker which displays the distance between the player and an object (in the game, it would have represented the distance between the projectile, as it is moving, and the enemy, so that the player could better judge the trajectory)
* Created a simple main menu with 3 buttons (play, instructions and exit) meant to be implemented