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| **PRODUCED ASSETS** | |
| **STUDENT NAME** | Henry Crofts |
| **STUDENT NUMBER** | S183848 |
| **GROUP AND LEVEL** | Level 4/5 – Group 5 |
| **PROJECT NAME** | Super Sushi Showdown |
| * All scripts in the game;   + Activator.cs   + Chef.cs   + Customers.cs   + GameManager.cs   + Node.cs   + OnClick.cs   + Seat.cs   + ScoreManager.cs   + SpawnNode.cs * All programmer art   + Activator   + Sushi Node   + Sushi Bar   + Prototype * Andriod .apk files   + SuperSushiShowdown.apk   + RhythmGame.apk * Unity   + Asset placement   + Scene design   + Project organization   + Scenes     - Menu Scene     - SushuBars     - Level\_01 (Not used)     - Information (Not used) | |