

Work Done By Each Member

Darren Camilleri:

- Created all the models and created the UV's:
 - Rocket with platform also with UV
 - Enemy Robot also with UV
 - Playable Robot also with UV
 - Shelves also with UV
 - Straight Shelf
 - Corner Shelf
 - Cross shelf
 - Entrance Shelf
- Created the life Script it consists of the life being decreased when enemy touches the player also added a pick up for health (never used)
- Created the spawning of the enemy to spawn in different areas randomly corresponding to where it was assigned
- Generated the maze layout for the game.

Joana Nummellin:

- Textured 3D models (all models)
- Found all materials (and applied them)
- Any type of UI created (Menu designs and also User Interface)
- Mini map (coding and research)
- Main menu (coding and research)

Luke Parnis:

- I created the name of the game
- I coded the audio manager
- I found the music for the game
- I checked for looping in the music.
- I took care of the documents

Daniel Cassar:

- Created player controller.
- Created Rocket Controller.
- Implemented rocket inventory to show player which pieces are missing.
- Implemented NavMesh with reconfigured nav agent measurements.
- Created the nav mesh for the level.

- Created the audio fade in and fade out controller between safe house and danger zone.
- Created the player power up including spawning and coroutine timing to give a limited time.
- Setup Coroutines for auto loading of screen from one scene to another.
- Implemented the code created by the other members to join in the main game.