Brandon Pugh

Senior Project Contribution

My contribution to the Senior Project “No Probllama” consisted of mostly creating original artwork for the game’s scenery and interactable objects. This includes backgrounds for the swan dimension, objects for both dimensions such as:

* Volcano Lava drops and Animations
* Trees for the Chicken World
* The boss design for the Chicken World
* Rocks, reeds, lily pads, and scenery for the swan dimension

As for coding contributions, I was responsible for creating scripts for the animation triggers for the art that I had created.

I helped to begin modularization to the puzzle elements in the levels, where I would create an obstacle that could be used in multiple situations.