# ***Escape From Planet Deltron* (BETA) Contribution Statement**

**Workload distribution (Out of 100%)**

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| **NAME** | **PERCENTAGE** |
| MARLON MARISHTA | 40% |
| AKOS BUJDOSO | 40% |
| KELVIN OGWU | 20% |

**DESCRIPTION OF WORK DONE**

***Marlon Marishta***

***Alpha-*** Marlon created the main menu, about us page, and the how-to page. He programmed along with Akos the characters starting movement and simple turns. He created the main menu and all other branching pages along with all its buttons. Work can be seen in the MainMenu.cs. He also worked on the HUD for the game which keeps track of the score displayed in the upper left-hand corner. He also created the background image of the game and interact with it through the BackgroundScript.cs.

***Beta-*** Marlon implemented and scripted the sounds and particles for the final edition. He created the playerAudio.cs to implement specific sounds when the player made a movement. He added particles and additional sound into the game and coded to make them appear and play during certain events in the PlayerController.cs. He created and coded the BackgroundAudio.cs to play the background audio of the game throughout different scenes. In the MainMenu.cs, he added a resumeMusic and stopMusic methods used on buttons to pause and play the background music. Marlon implemented a high score into the game using ‘player prefs’ in the player controller which saves and updates the high score. He implemented a moving background using his scrip, BackgroundView.cs.

***Akos Bujdoso***

***Alpha-*** Akos created and worked with the object models (e.g, player model, obstacle models). He also created and worked with the player animation/player movement very intensely (eg. jumping, sliding). He created the random generation of obstacles through the course, which he interacted with through his own script in the spawnTile.cs script and the playerController.cs. He also added the game over functionality which on collision with an obstacle or falling of the map displays the designed game over scene.

***Beta-*** Akos implemented a new type of obstacle which is an enemy alien running towards the player, this was achieved by creating a new prefab called alien tile, which on instantiation, spawns an alien object, at a random position of the tile. Akos also added a new animator to the alien, as it has a different movement to the player. The addition of a new obstacle makes the game more diverse and seemed appropriate for a beta release. Lastly Akos worked on some bug fixing from the alpha release to ensure an even more untroubled gaming experience.

***Kelvin Ogwu***

***Alpha-*** Kelvin worked on the design of the game. He worked on the main menu background and worked on the Buttons design and layout in the main menu, about us page, how to page, and the restart pop up. He also worked on the making sure the whole game was in accordance with our space theme.

***Beta-*** Kelvin created and edited all the images and sounds used in the final version of the game. Kelvin helped with the implementation of these sounds and images. He helped with the selection of particles and helped with the implementation of these particles. He also added the high score in the main menu.