Progress Report

COMP3064 – Game Development

Team DNS

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# Contributions

Dylan Roberts:

Team Lead

Created basic game layout, UI overlay and imported assets into the game.

GameController.cs - controls the UI overlay and Player instances

BackgroundController.cs – controls the moving background

PlayerClass.cs – Singleton class which controls players lives and score.

PlayerCollision.cs – Added Blink coroutine to show player damage.

Nooran El-Sherif:

Created the sprites and animations for each asset in the game.

Player.cs – Handles character movement

PlayerCollision.cs – Created the way the character interacts with other objects.

Sean Price:

GameController.cs – Created Coroutines for spawning enemies

CarController.cs – Controls the way cars move and interact in the scene

BusController.cs – Controls the way busses move and interact in the scene

# To Do

* Level 2
  + Transitions to second level
  + Second level assets and layout
  + Character has increased movement abilities in level two
  + Adding collisions with new ‘raindrop’ enemies
* Welcome Screen