# Animal Stampede Contributions

Please list in detail what you have done to contribute to the group project:

Caleb Badour: Chicken movement script, fox movement script, game over script, adjusted spawn management to allow for waves, implemented doe’s that would kill a chicken if you shot them, but we had to take them out because they were messing up (check v5). Added the moose. Added if you run out of chickens freeze movement. Added animal tracking. Helped the group with any other issues.

Oscar Castro Velazquez:

Helped with the research part of the project. Also worked with Caleb to do the Fox Spawner for each wave. Set up the meetings based on the availability of the other group members.

Jackson Chang:

Helped to set up the initial stage of the game, adjusted hitboxes of the animals and pizza. Adjust the animal spawner and tweaked speeds. Helped with testing the win and lose conditions of the game. Adjusted wave screens and fixed game over and win screen

Sariah Schulteis: Made starter file. Helped with adjusting the pizzas to shoot and the hitboxes on the animals. Helped with game over script.