

Below this section includes descriptions of what each team member contributed to the prototype, as well as links to the GitHub.

GitHub: <https://github.com/chrisStehlar/chimera-colosseum>

Max (meo6332@rit.edu):

- Worked on initial Monster AI structure
- Served as the lead for planning and organization of who worked on what for the prototype
- Did extensive bug fixing and work on polish late into development
 - Fixing issues with how monsters were loaded into BattleScene
 - Fixed HP Bars not displaying the HP values for the correct monsters
- Fixed various problems with GitHub and GitIgnore, allowing those to be used more efficiently
- Refined MonsterSpawner and GameManager scripts to ensure monsters in battle scene and lab scene functioned without error.

Chris (cms8904@g.rit.edu):

- Early Monster logic, Parts logic, and MonsterSpawner
- Created 2D art for the monster parts
- Polished the main menu and credits
- Wrote documentation for branches on Git

Weijie (wy8933@g.rit.edu):

- Early version of the battle scene HP bar
- Creature lab UI and logic
 - Drag and drop slots
 - Showing different part stats
 - Save part information to pass between scene
- Manager to connect between scene
- Camera for the battle scene
- Game over scene
- Bug fix and polish

Brandon (bpk2663@g.rit.edu):

- Worked on monster AI and the battle scene
- Got monsters to find and fight each other

Gian (ga7120@rit.edu):

- Worked on more polished assets. Those assets are in the zip file, and in a future draft we'd pivot over to assets more like those instead of the 2D temp assets used in the build.
- Came up with designs for potential future concepts for monster parts and attack methods

- These concepts will be included in the zip in the form of the Monster Parts Concept.pdf document