Joseph Blair

Personal Contribution Write-up

One of my major contributions to the group as far as game design is concerned was planning the layout of the screen. I built the layout for the game scene within Unity and created the textures for the game board. The game board textures started out as flat colors but were made into actual textures to better represent the different kinds of soil after we play tested the game. I was also instrumental in determining where the card spawn points and the display area for the score and hints belonged on the screen.

Much of the programming I did for the team was also related to the game board. Since I had previous experience with Unity, I did a lot of the initial coding for the team. I wrote the scripts that placed cards on the appropriate card spawn points and allowed the player to select and place the selected card on a specific square of the board. These scripts made up the initial prototype for the project but were modified when we switched to a real time system as opposed to a turn based system and when we decided to use a GUI display for the cards instead of game objects, which my scripts were built to handle.