***Team Members***

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5. Devanshu Sheth (dds160030@utdallas.edu)

***Contributions***

* Trey Blankenship:
  + Made drone model, materials, textures, and associated prefabs.
  + Made arrow model
  + Implemented and maintained drone control script (DroneController.cs)
  + UV-mapped controller, fixed geometry, made materials, wrote update function for cursors on controller
  + Edited drone sound, brought into Unity, and implemented pitch change with throttle.
  + Designed drone control model (from past experience with subject matter)
  + Moved cursors from game controller in Preliminary Prototype to the Vive controllers.
  + Adapted suggestions from criticism of Preliminary Prototype (such as pressing down to initiate controls on drone, tweaking control and flight parameters to make the drone more stable and easy to fly)
  + Designed and implemented TutorialManager.cs, which manages sounds during the tutorial and flashes the indicators on the Vive controllers.
  + Wrote initial script for tutorial.
  + Attempted voice recording for tutorial, but was displeased with the final result.
* Raj Patel:
  + Worked on the initial drone controlling system via the keyboard.
  + Added capsules representing directional arrows to the initial drone.
  + Made the side walls for the airplane hanger.
  + Added textures to the airplane hanger.
  + Worked on helping with the mapping of the controls to the Vive Controllers.
  + Worked on the drone pointing arrow script with Sunit Matthew.
  + Modified the VirtualHand.cs script to make it the Virtual Hands script which links the two controllers and sets the buttons for controller manipulation.
  + Worked on recording the script, first by recording my own voice in multiple environments.
  + Used a text to speech converter to convert the script into multiple audio files and used them. This is because the sound quality of my own voice in the various environments I recorded the script in was poor.
  + Helped with designing the courses.
  + Worked on the Course scripts to add the error indicators for when the user is not pressing the correct input.
  + Worked on the Tutorial script to play the instruction sounds. This was later deprecated in favour of another script.
* Abhishek Kumar:
  + Managed resources on the project and work allocation.
  + Worked on the initial drone controlling system via the keyboard.
  + Worked on the scene setup.
  + Added textures for the airplane hanger and base.
  + Added colliders for objects that the drone can interact with.
  + Worked on the drone pointing arrow script.
  + Fixed the lighting of the scene.
  + Found sound resources.
  + Created documentation for the project.
  + Worked on Course1.cs script which starts course 1 and passes the control to the next course. It also checks if the user is giving valid input but it is not used.
  + Worked on Course2.cs script which starts course 2. It also checks if the user is giving valid input but it is not used.
  + Added audio cues to Course2.cs.
  + Added audio cues to Entry.cs
  + Added methods to the TutorialManager.cs from initial script.
  + Added audio cues to Entry2.cs
  + Modified Scoring system to the game.
  + Worked on Entry.cs script which counts.
  + Worked on GameMode.cs which controls which mode the game is in.
* Sunit Mathew:
  + Worked on the drone pointing arrow script.
  + Created obstacle models.
  + Worked on the scene setup.
  + Added textures for the airplane hanger and base.
  + Added colliders for objects that the drone can interact with.
  + Added a collider for indicating when the drone has passed through an object.
  + Added a naive scoring mechanism, later upgraded.
  + Added rule enforcement in Course 2 for keeping the user on track.
  + Added audio cues to Course 2 for keeping the user on track.
* Devanshu Sheth:
  + Made the controller model and added physics material to it.
  + Made the curved roof with curved side walls for the airplane hangar.
  + Wrote the ArrowController.cs script for the velocity vector arrow and the forward arrow, which scales them according to the distance from the controller and the velocity vector. Refactored by Trey Blankenship and Devanshu Sheth in VIVE testing.
  + Added the line renderer to track the position of the drone in initial stages (replaced with an arrow pointing to the drone).
  + Wrote the DroneDistanceTest.cs script (part of the goal for final demonstration, currently used for debug purposes) which checks whether the VIVE controllers are held in the right orientation with respect to each other and that they are close enough to each other.
  + Designed the both obstacle courses.
  + Worked on Course1.cs script which starts course 1 and passes the control to the next course. It also checks if the user is giving valid input but it is not used.
  + Worked on Course2.cs script which starts course 2. It also checks if the user is giving valid input but it is not used.
  + Added audio cues to Course1.cs.
  + Added audio cues to Entry.cs
  + Worked on the enforcement script which initially Raj modeled.
  + Added audio cues to Entry2.cs
  + Modified Scoring system to the game.
  + Worked on Entry.cs script which counts.
  + Worked on GameMode.cs which controls which mode the game is in.

All team members tested the application for bugs.