Ken Wang - Team 7

Analysis

- Role: Engineer
- Task / Contributions:
    1. Creating the Github repo for the team as well as managing branching and merging of each build. *(About an hour)*
    2. Implementing the core feature of Spear throw / recall as well as the spear interaction with the main player, enemies, and walls. *(About 12 hours)*
        - link to code
    3. Implemented the Enemey health system, as well as the dynamic UI health bar on their head. *(About 3 hours)*
        - link to code
    4. Added sound effect scripts*, as well as applied the enemy animation* and other Sprite* UI in to the game. *(About an hour)*
        - *Sound effects, animation, and sprites are provided by other teammates, I just gathered them and put them in the right spot.

        -
          ```
          // Part of the audio
          public void TriggerThrow()
          {
              audioSource.PlayOneShot(throwAudio, 0.4f);
              isThrowTriggered = true;
          }
          ```

    5. Created the overall game-manager to controll the status of the game. Currently is just a fail status. *(About an hour)*
        - link to code
    6. Implemented Camera movement. (About 10 mins).
        - Just dragging the main camera to be the child of the player as well as reposistion it a little.