**Unity Alpha Project Contribution**

**Student Names:**

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This Alpha project was completed by Ian & Dylan. The project is the ongoing completion of a Maze runner game that has a character and keys that he needs to collect throughout the maze.

So far, we have completed the UI for the Menu with audio included for the introduction to the game for the user. We then created the maze for level 1 and keys along the path of the maze for the character to collect.

We need to work on making these keys collectables so the disappear once the character has collected them and then add them to a score tally that appears at the top of the screen, but we are having issues attaching the script to the score text, so the text doesn’t change once the character goes past the keys.

Another issue we are having now is keeping the character in bound, the character can go past the walls in the maze. We have both contributed fairly throughout this alpha development so far and helped each other.

We are both that the work load has been split evenly between us too as we’ve both looked at all aspects of the project.

