# ***Escape From Planet Deltron* (ALPHA) Contribution Statement**

**Workload distribution (Out of 100%)**

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| **NAME** | **PERCENTAGE** |
| MARLON MARISHTA | 40% |
| AKOS BUJDOSO | 40% |
| KELVIN OGWU | 20% |

**DESCRIPTION OF WORK DONE**

***Marlon Marishta –*** Marlon created the main menu, about us page, and the how-to page. He programmed along with Akos the characters starting movement and simple turns. He created the main menu and all other branching pages along with all its buttons. Work can be seen in the MainMenu.cs. He also worked on the HUD for the game which keeps track of the score displayed in the upper left-hand corner. He also created the background image of the game and interact with it through the BackgroundScript.cs.

***Akos Bujdoso –*** Akos created and worked with the object models (e.g, player model, obstacle models). He also created and worked with the player animation/player movement very intensely (eg. jumping, sliding). He created the random generation of obstacles through the course, which he interacted with through his own script in the spawnTile.cs script and the playerController.cs. He also added the game over functionality which on collision with an obstacle or falling of the map displays the designed game over scene.

***Kelvin Ogwu –*** Kelvin worked on the design of the game. He worked on the main menu background and worked on the Buttons design and layout in the main menu, about us page, how to page, and the restart pop up. He also worked on the making sure the whole game was in accordance with our space theme.