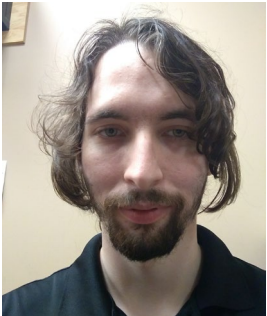


# INFR 3110U - Game Engine Design and Implementation

## Individual Assignment 1 – Lab work

Sea Drive (GDW Group)

Hey, that's me!



Cody Jensen



Mithunan Jayaseelan



Nathaniel Moore



Kainat Rashid



Kyra Trinidad  
100784182

# Role

- Mainly technical artist, some game design (all members are helping to design game)
- Expected contributions:
  - Art – 2D concept art, UI, 3D environment models
  - Programming – help with management system/plugins for animation, assets (textures, models, scripts), and/or UI
  - Game design – action blocks, game mechanics, environment layout (architecture of city)

# Note

- I am submitting one repo with the accumulation of work done in the first lab, the second lab, and my own customizations