Statement of Work

Team Space Crusaders

ENG EC327 Fall 2022

This statement discusses the contributions of each team member.

Noah Markowitz

As project lead, Noah was responsible for organizing meetings, delegating tasks to each team member, and assisting other team members in their own tasks when required or asked for help. Noah kept records of when meetings were held and when goals were reached (a project timeline). They assisted in game development by creating the main menu that could be used before entering the game.

Yiran (Raina) Yin

Raina was the code developer for the project. They watched many tutorials and absorbed contents to apply to the project. Their work includes Game and objects instantiation, spline movement, event triggering, object interaction, and player interface (keyboard input).

Arthur Savage

Arthur created all custom sprites used in the game. Every one of the numerous sprites was drawn by hand. They emailed all EC327 staff for approval of their likeness in the game and to request the unique sprite they would like to represent them in the game.

Ben Hsu

Ben worked closely with Jade and meticulously documented all custom c# codes produced. Their documentation thoroughly details all aspects of the game, including object hierarchy, object relation, custom methods, and custom code (including variables created in custom scripts). Ben also produced and edited the video presentation of the project.

Phuong (Jade) Tran

Jade and Ben worked together to annotate all custom c# codes produced and were responsible for creating and submitting different documents, including the ProjectArchitecture.ppt and ProjectDocumentation.doc. They comprehensively described all aspects of the game, including classes, object relations, custom methods, and custom code (including variables created in custom scripts). Jade also did game testing to find bugs and errors in the code.