Pikimin

„Advanced Minigame Christopher Zelch und Andre Peters"
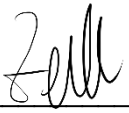
Modulnummer:	*GPA 4300*
Modulname:	*Advanced Minigame*
Abgabedatum:	*02.04.2021*
Abschluss:	*Bachelor of Science Games Programming*
Abschnitt:	*September 2020*
Name:	Christopher Zelch und Andre Peters
Campus:	*Frankfurt*
Land:	Deutschland
Wortanzahl:	-

Selbstständigkeitserklärung:

Hiermit bestätige ich, dass ich die vorliegende Arbeit selbstständig verfasst und keine anderen als die angegebenen Hilfsmittel benutzt habe. Die Stellen der Arbeit, die dem Wortlaut oder dem Sinn nach anderen Werken (dazu zählen auch Internetquellen) entnommen sind, wurden unter Angabe der Quelle kenntlich gemacht.

Pfungstadt, 02.04.2021

Ort, Datum   Unterschrift Student/in

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Pfungstadt, 02.04.2021

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Keep in mind, that due to debugging together, even when someone isn't mentioned as the author, they probably impacted the script anyway. This list is only to show who contributed the most to each script/part of the game.

Script	Mostly written by
Game Manager	Chris
Audio Manager	Chris
Battle Manager	Chris
Camera Manager	Chris
Scene Leaver	Andre
Timer	Andre
Bicycle	Andre
Cut	Chris
Fishing Rod	Chris
Fly	Chris
Found Item	Andre
Hidden Machine	Chris
Item	Andre
Item Manager	Chris
Pikicube	Andre
Pikimin Map Item	Chris
Potion	Andre
Protect	Chris
Surf	Chris
Piki Map	Chris
Regions	Chris
Alei Behaviour	Andre
Bouncer Behaviour	Andre
Championship Manager	Andre
Clerk Behaviour	Andre
Dojo Chef Behaviour	Andre
Garry Manager	Andre
Gift Pikimin and Item Manager	Chris
Item Gifting NPC	Andre
NPC Behaviour	Andre
NPC Manager	Chris
NPC Vision	Andre
Nurse Behaviour	Andre
Pikimin Box	Andre
PIkimin Gifting NPC	Andre
Shop	Andre
Trainer Behaviour	Andre
Legendary	Chris
Moves	Chris
Pikimin	Chris
Item Inventory	Andre
Moving Object	Chris
Pikimin Inventory	Andre
Player	Chris

Player Controller	Chris
XData[1]	Chris
Area Trigger	Andre
Long Grass	Chris
Teleporter Behaviour	Andre
Area Manager	Andre
Authorize Box	Andre
Battle UI Manager	Chris
Current Pikimin Status	Andre
Data Manager	Chris
Dialogue Manager	Andre
End Screen	Andre
Intro	Andre
Loading Bar	Chris
Menu	Andre
Other Authorize Box	Andre
Other Other Authorize Box	Andre
Pikidex Behaviour	Andre
Save Box	Chris
Settings	Chris
Settings Start Screen	Chris
Start Screen	Andre
Trainer Pass	Andre
Cut Object	Chris
Water Object	Chris

1: To shorten the length of this table I combined all the Data script to one, since they were all done by Chris.

Date	Time		Members				Topics	
7.12.2020	19:00 - 21:00		Christopher	Andre			project proposal	
7.-8.12.2020	21:45 - 0:30		Christopher	Andre	Olivia		Pikimin design	
11.12.2020	11:30 - 13:00		Christopher	Andre			balancing	
14.12.2020	16:30 - 17:00		Christopher	Andre			progress report	
17.12.2020	14:00 - 15:00		Christopher	Andre			GDD	
05.01.2021	13:00 - 15:00		Christopher	Andre			UML revision	
07.01.2021	14:00 - 17:00		Christopher	Andre			UML	
18.01.2021	15:00 - 19:00		Christopher	Andre			GDD	
20.01.2021	15:30 - 17:15		Christopher	Andre			UML 2.0, time plan	
28.01.2021	14:00 - 15:30		Christopher	Andre			progress report	
01.02.2021	17:45-19:15		Christopher	Andre			progress report	
3.2	20:00-22:00		Christopher	Andre			Debugging	
08.02.2021	21:00-23:30		Christopher	Andre			Debugging + progress report	
09.02.2021	21:15-22:45		Christopher	Andre			Debugging + progress report	
23-23.02.2021	23:15 - 1:15		Christopher	Andre			Fixing Menu + progress report	
01.03	19:45 - 22:00		Christopher	Andre			Debugging	
04.03.2021	16:15 - 18:00		Christopher	Andre			progress and plan report	
09.03.2021	0:45 - 3:00		Christopher	Andre			Debugging	
09.03.2021	17:00 - 18:45		Christopher	Andre			Debbuging Tilebased Movement, I wanna kms	
11.03.2021	21:00 - 24:00		Christopher	Andre			Debbuging and Pikidex	
21.03.2021	21:45 - 23:30		Christopher	Andre			Debugging	
23.03.2021	12:30 - 14:30		Christopher	Andre			Debugging	
25.03.2021	13:00 - 14:30		Christopher	Andre			Sound for Areas	
27.03	13:15 - 22:00		Christopher	Andre			Finishing the Beta Build	
29.03.2021	12:45 - 17:00		Christopher	Andre			Debugging	
30.03.2021	14:45 - 19:15		Christopher	Andre			Debugging	
01.-02.04.2021	21:30 - 4:00		Christopher	Andre			Debugging	
02.04.2021	18:00 - 20:00		Christopher	Andre			Finishing the Game	