

Group name: Infection by gaming.

As all members are mostly inspired by video games. So, we are a group of people who are infected by gaming.

Team members:

1. Connor (Github: connorspagnuolo/ Discord: GlitchBot)

Connor has handled all the Github-related work so far, very enthusiastic and humble guy.
Praise for GlitchBot.(from Lin Guan)

2. coco wong(Github: coco0v0/ Discord: 石原里美 本人)

coco is good at participating in discussions and lively atmosphere, is a lively and talkative person.

3.Lin Guan(Github: Solidus1994/Discord: Lin Guan(EST,中文/English/日本語))

An old psychopath.

4.Zachery Bissoon(Github: Zachery-B/Discord: DeAtH12090)

A first year student who likes video games and cars. Being new to a lot of things makes him curious about a lot of things.

5.Donglin Yu(Github: ydlqd/Discord: Yyyy)

Professional fps player (his own words), very optimistic and cheerful person, with his focus and optimistic attitude will surely bring a different kind of help to our group.

Contact: Discord

Contact time: Anytime (Don't worry, there's always someone there.)

Concept idea: If you need something, then find it from the game. From CAPCOM to EA, from the West to the East, there is always something you need. Because the treasure trove of games is endless.

Project Design: The original scene is transformed through technology so that the resulting image is more impactful and contrasting. In this way, a certain mood is conveyed or an artistic effect is achieved. Impact can be seen in highlighting an incongruous object or the focus of the image (e.g. blood, weapons, etc.). Contrast, on the other hand, enhances the saturation of color, giving a stronger contrast to a scene that already has color differences.