**Interactive Multimedia**

**Project**

**Alpha version**

**Saoirse O’Reilly and Holly Nolan**

* Assets and environment found on asset store – Holly and Saoirse
* Background and assets added to the scene – Saoirse
* Positioning camera – Saoirse
* Creating object prefabs – Saoirse
* Code for destroy objects off screen – Holly
* Object collisions and constraining players movement – Holly
* Code for Spawnmanager to spawn prefabs – Holly and Saoirse

**Source files:**

All assets were gotten through the Unity Asset store.