**ICT397 Group Declaration Sheet**

**Assignment/Project Name: Assignment 1**

**Group Name: AAAA**

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| --- | --- | --- | --- | --- |
| **Member’s Names** | **Brief Description of Tasks** (if more space is needed, attach extra sheets) | **Member’s contribution to the total work (%)** | **Date** | **Signature** |
| Jacob Mondi | Input Handler, GLM façade, Setting up project, Game Design Document, Graphics Utility, CLOD/Terrain, Heightmap, Lighting/Shaders, Group self-assessment | 22 | 13/04/2024 | Jacob Mondi |
| Zack Cornfield | Renderer, Shader, Graphics Utility, Buffers, TextureManager, Terrain Engine, Time, Image, Design Document, UI, MeshRenderer, Texture Generator, Individual Accounting, User Manual, Group Declaration Sheet, discussion of issues | 24 | 13/04/2024 | Zack Cornfield |
| Milad Rakhshbahar | UI, MeshRenderer, MeshLoader, Trello, Setup Project, Physics, GLM, Input Handler, bat file, Vacuum Model, Input Handler, Discussion of issues, Group self-assessment | 27 | 13/04/2024 | Milad Rakhshbahar |
| Thomas Stiles | Scripting Engine, MeshRenderer, GitHub Repo, CMake, ENTT, Component, Lighting/Shaders | 27 | 13/04/2024 | Thomas Stiles |
| ***Total percentage*** *(should total to 100% if all work is completed)* |  |  |  |  |

**Instructions:**

Please complete the information as specified above. It should list each group member’s percentage contribution to the submitted work. *For example if there are 4 members and they all make equal contributions to the total work, then each gets 25%*. This statement needs to be signed by all group members to indicate their agreement to percentage breakdown.

The purpose of this declaration is to provide documentary evidence of each group member’s contribution to the submitted work. Please present this sheet after the printed and completed unit cover sheet.