## 420-203-RE PROGRAM DEVELOPMENT IN A GRAPHICAL ENVIRONMENT — FALL 2023 TEAM PROJECT IMPLEMENTATION – ATTRIBUTION TABLE

## **Instructions:**

- This table must be filled out to accurately reflect the individual contribution of each team member.
- The completed and signed form must be submitted through LÉA.
- You are expected to be honest. What you fill out will be verified.
- You can add new rows if needed.

Build [1-2-3]	Student Initials				
2 [1 2 0]	1.	2.	3.	4.	
Implementation of background and its settings	AL				
Implementation of sound, music, and their setting	AL				
Saving of settings	AL				
Settings menu UI	AL				
Implementation of Obstacle		ZT			
Implementation of the Simulator Parameters		ZT			
Creating obstacles		ZT			
Dragging obstacles		ZT	ET		
Home screen UI				MR	
Implementation of Custom Projectiles				MR	
Implementation of kinematics graphs			ET	MR	
Implementation of warning dialog boxes		ZT		MR	
Projectile motion and velocity vector			ET		
Simulator screen UI		ZT	ET		
Saving and loading levels			ET		
Rigid-body dynamics and FXGL			ET		
Delete action			ET		
Resetting level			ET		

## Signatures

By signing below, you certify that you have read the attribution table and have agreed that it accurately reflects your contribution to this document.

Name	Anton Lisunov	Signature		Date:	12/18/2023
Name	Zachary Tremblay	Signature	Z	Date:	12/18/2023
Name	Ethan Tran	Signature ZH	er T.	Date:	12/18/2023
Name	Mackenzie Rouchdy	Signature M		Date:	12/18/2023