

PROJECT JUNKER – CONTRIBUTION LIST v1.3

(Week #4 to Week #12)

GROUP NAME	<ul style="list-style-type: none">• title-pending-group
GROUP MEMBERS	<ul style="list-style-type: none">• Simon Ngoc-Duy Tran (s3381145)• Joshua Reason (s3544917)• Lachlan Corney-Lauder (s3415823)• Ben Burke (s3414346)
SEMINAR CLASS	<ul style="list-style-type: none">• MON, 11:30AM – 1:30PM

DISCLAIMER:

- This contribution list is correct as of 16/10/2015.
- This list covers work between week #4 to week #12
- It is important to distinguish context for designer and programmer contributions.

SUMMARY: CONTRIBUTION LIST:

*****Summary only counts 100% complete assets*****

*****Excludes unused assets*****

TEAM MEMBER	ROLE	CONTRIBUTION SUMMARY
SIMON	Designer	<ul style="list-style-type: none">• 15 x 3D objects• 27 x Object-specific textures• 11 x General textures• 16 x GUI& UI sprites• 2 x GUI animations• 2 x Terrains• 7 x Particles• 1 x Skybox• 11 x Sound Effects• 1 x Sound Script• 2 x Unity-specific actions
JOSHUA	Programmer	<ul style="list-style-type: none">• 15 x Scripts (essentially entire game mechanics)• 1 x Terrain• 3 x Unity-specific actions

LACHLAN	Designer	<ul style="list-style-type: none"> • 10 x 3D Objects • 9 x Character animations (essentially all character animations) • 2 x Promotion Assets • 4 x Unity-specific actions
BEN	Designer	<ul style="list-style-type: none"> • 4 x Object-specific textures • 4 x Sound Effects • 3 x Sound Scripts

DETAILED CONTRIBUTION LIST:

TEAM MEMBER	CONTRIBUTIONS (BY CATEGORY)
SIMON (Designer)	<ul style="list-style-type: none"> • <u>16 x 3D Objects</u> <ul style="list-style-type: none"> - Barricade - Building Floor - Building - Cargo Container - Small Crate, Fence - Metal Beam - Metal Frame - Mine Cart - Pipe (Large) - Pipe (Small) - Resource Bay - Scaffold (3 x variants) - Tutorial sign - Silo (unused) • <u>28 x Object-specific Textures</u> <ul style="list-style-type: none"> - Danger Sign - Alt. Route Sign - Main Construction Building - Cargo Container - Mine Cart - Player 1 (Pull) - Player 2 (Push) - Magnet Rods (Pull & Push) - Scaffold - Car Trailer - Tutorial Signs (6 of them) - Credit Signs (11 of them, 1 unused)

- 11x General Textures
 - Concrete (light)
 - Concrete (dark)
 - Metals (3 of them)
 - Pipe Concrete
 - [Terrain] Cliff Rock
 - [Terrain] Sand
 - [Terrain] Sand Variation
 - [Terrain] Cracked Sand
 - Rust

- 16 x UI & GUI Sprites
 - Game Logo
 - Crosshair
 - Pull-Player Icon
 - Push-Player Icon
 - Menu buttons (12 of them) (6 x normal, 6 x highlighted)

- 2 x GUI Animations
 - Pull-Player Icon (Fade in & out)
 - Push-Player Icon (Fade in & out)

- 2 x Terrains (built in Unity)
 - Main Level terrain
 - Main Level background terrain

- 7 x Particles & Special Effects (* = imported via Unity Standard Assets)
 - Dust Storm*
 - Flare*
 - Black Smoke*
 - Tire Smoke*
 - Magnet Sparks
 - Objective Engine Aura
 - Magnet line renderer texture

- 1 x Skybox

- 11 x Sound Effects
 - Footsteps ~ Sand
 - Footsteps ~ General Ground
 - Player Jump
 - Player Land
 - Magnet hold-object SFX
 - Magnet rotate object (x-axis)
 - Magnet rotate object (y-axis)
 - Switch character SFX
 - Metal Object collision: Small Crate
 - Metal Object collision: Fence
 - Wind Ambience

	<ul style="list-style-type: none"> • <u>2 x sound scripts</u> <ul style="list-style-type: none"> - <i>impactSFX_crate</i>: Sound collision script for small crate object - <i>impactSFX_fence</i>: Sound collision script for fence object • <u>2 x Unity Editor-Specific actions</u> <ul style="list-style-type: none"> - Entire level blockout & object placements (excluding mine cart tracks) - All Movable Object placements in the level
<p>JOSHUA (Programmer)</p>	<p>19 x scripts (the majority of the game's core functions)</p> <p><u>All scripts for game mechanics including the following:</u></p> <ul style="list-style-type: none"> • Camera Animation Controller <ul style="list-style-type: none"> - Controller used for the camera when transitioning between cutscenes and in-game views. • Checkpoint <ul style="list-style-type: none"> - Activates a triggered checkpoint upon player collision. Checkpoint script used as reference for "respawners" script • Menu Controller <ul style="list-style-type: none"> - Controller for the Title Screen and its UI buttons • Third-person controller <ul style="list-style-type: none"> - Script for player controls via X360 controller (i.e. movement, jump, switch-character) • Auto-Move (for crane object) <ul style="list-style-type: none"> - Ensures the two crane's cargo containers slowly move back into position if it's not being held by either player characters. • Magnet-Gun <ul style="list-style-type: none"> - Used to control the player's pull/push mechanics in-game as well as the ability to rotate interactable objects. The essential script of the entire game. • Magnet-Gun 2 (Unused) <ul style="list-style-type: none"> - Old script originll used for individual controls for one of the player characters • Magnet Effect <ul style="list-style-type: none"> - Allows the magnet rod's line renderers to connect between the magnet rod's tip and a held object.

	<ul style="list-style-type: none"> • Player-Follow - Toggles the ability to let the standby-character follow the active character via pressing RS (Right Stick) on a X360 controller • Scene Controller - Controls the camera mechanics of the game including the active character's camera and the standby-character's mini-camera. • Camera-Clipping Prevention - Used to prevent the active camera from clipping into objects in-game via making camera position closer to player. • Fence - Applies specific physics to the fences placed in-game as part of one of the puzzles. • Move-Between - Restricts the movement of one of the mine carts to ensure it remains intact on the cart track. • Music Controller - Triggers the Main Level's audio source to fade out and fade into the Scaffold Area's theme. • Respawners - Makes the controlled player respawn to the previously triggered checkpoint if they fall down from an extreme height • End Camera - Stops the camera from moving during the credits scene once the vehicle object reaches the final credit sign ----- • <u>1 x Terrains (built in Unity)</u> - Credit Scene – Terrain road • <u>3 x Unity Editor-Specific actions</u> - Entire Credit Scene object placement - Animation-blend for character animations - In-game cutscene camera
<p>LACHLAN (Designer)</p>	<ul style="list-style-type: none"> • <u>10 x 3D Objects</u> - Character Model (Mesh and Rig) - Character Magnet Rod/Staff - Mine Cart Track (Forward) - Mine Cart Track (Curve) - Mine Cart Path-End Piece - Crane - "Pully" System Platform

	<ul style="list-style-type: none"> - "Pully" System Wire Extension - "Dune Basher" vehicle (truck-like vehicle) - "Dune Basher" rear trailer • <u>9 x Character Animations</u> (Essentially all character animations) <ul style="list-style-type: none"> - Idle - Walking - Running - Strafing - Jumping - Falling - Landing - Aiming - Taunt (unused) • <u>2 x Promotion Assets</u> <ul style="list-style-type: none"> - Game Trailer (https://www.youtube.com/watch?v=laUr9dCbikc&feature=youtu.be) - Gameplay Video (https://www.youtube.com/watch?v=qgNuAAnsTzs) • <u>4 x Unity Editor-Specific actions</u> <ul style="list-style-type: none"> - Overall puzzle design & arrangements - Extensive Play-testing - All Mine Cart Tracks objects' placements in the level - Character animation splits
<p>BEN (Designer)</p>	<ul style="list-style-type: none"> • <u>5 x Object-specific Textures for interactable objects</u> <ul style="list-style-type: none"> - Metal Frame - Small Crate - Metal Beam - Resource Bay - Silo (unused) • <u>1 x General Texture</u> <ul style="list-style-type: none"> - Rust (unused) • <u>4 x Sound Effects</u> <ul style="list-style-type: none"> - Car engine sparks - Metal Object collision: Metal Beam - Metal Object collision: Metal Frame - Metal Object collision: Small Metal Pipe • <u>3 x sound scripts</u> <ul style="list-style-type: none"> - impactSFX_beam: Sound collision script for metal beam object - impactSFX_frame: Sound collision script for metal frameobject - impactSFX_pipe: Sound collision script for small metal pipe object
<p>ALL MEMBERS</p>	<ul style="list-style-type: none"> • Quality Assurance tests and adjustments

THIRD-PARTY IMPORTED ASSETS	<ul style="list-style-type: none">• Sky5X Skyboxes Collection (Free) https://www.assetstore.unity3d.com/en/#!/content/6332• FPS counter script (Free – Open Source) http://wiki.unity3d.com/index.php?title=FramesPerSecond• Elementals Particle Systems package (Free) https://www.assetstore.unity3d.com/en/#!/content/11158
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