Stevan Likusic, FG23GP | Group Project 1, Team 2

My contributions to the group project were:

Healthbars:

* Healthbars were used for both the player and enemies. They shared the same script but we gave them different values.

Damaging and Healing:

* Damaging was shared between players and enemies just like for the healthbar, but only player had healing property. They were pretty much the same scripts with just positive/negative values.

Overall UI:

* I made the complete “Start menu”, as well as “Loading screen” for it, and “Pause menu”, later on. All of the functions were done by me, and were based on my teams ideas.

AI functions:

* I did a big part in the way that AI interacted with player. Chasing them, shooting at them, looking in their direction, etc. I had some help with some smaller stuff, but I did the most of it.

Dash indicator:

* So I made a very simple indicator for the dash function using the already existing cooldown. I just modified the already existing script in a way that would suit us better. I also worked with the art I was given for the indicator, in order to make it look properly.

Other:

* The rest were some smaller bits and pieces, such as helping my fellow programmers with something they struggled with, or just handing out useful ideas.