Christian Whitfield

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Pair Programming Report

During our project, we worked on a few key features for our game, Cryodome Anomaly. The first bit of time was spent developing a brief plan of action. Directly following that period, we utilized the subsequent few hours to work on three necessary features:

1. Contributed Towards an Alternate Method of Keypad Access that Didn’t Use the Alt Key: *Though we did not create the final solution for what proved to be a time consuming problem to solve, we spent a good amount of time brainstorming and contributing different potential solutions to achieve the desired outcome.*
2. Added a Much-Needed Tutorial Feature Briefing the Player at Game Start: *We needed a way to communicate the necessary story- and control-related details to our players, so we added a new computer game object and scripted it to give the player everything they needed to know to play. We also fixed a bug that messed with the cursor-locking when dealing with more UI elements than the in-game menu.*
3. Changed the End Game Scenario for the Game and Added a Clean Outro: *I really wanted to change the way the game ended, because it was sharp and not all that rewarding in my opinion. So, we worked towards adding a clean outro – credits included. We extended the level a little bit, added several new game objects, and developed a visual/aural transition from the game to the (victory) credits.*

Everything listed here took quite a few hours to throw together, mostly because the bugs took quite a bit of time to work through and we accidently crashed Unity with unfinished work… and had to put it all back again. Overall, though, it was worth it in the end, and we all had a lot of fun. I, Toby, acted as the main programmer, and the other two members contributed verbally with solutions and ideas. They also worked on some content additions while I scripted a few of the game objects. If you have further questions, I’d be willing to answer them as soon as I’m aware of their existence. Thank you for the project.