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Dr Becerra
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Original Game Project: A Short Climb

Teammate: Thomas Marshall

Group Methodology:

Thomas and I primarily worked asynchronously on our own and took turns working on scripts as we went. Throughout, we talked over Discord and had a couple of Discord calls in order to try and fix bugs together or ensure that we were on the same page.

Specific Contributions:

Thomas contributed a lot of the initial code and scene organization, as he wanted to put in a good bit of work before he had to switch his focus to other assignments. His contributions included PlayerController and PlayerSpawner, which were vital to beginning work on the game since they move the player, as well as PlatformController, MushroomController, and NutController, which helped early testing before graphics were created. The latter three scripts implement moving horizontal and vertical platforms, bouncing mushrooms, and item (nut) pickups respectively.

Afterward, I implemented sprites that I created, and helped adjust NutManager to work with the UIManager I started to implement. I then worked on SquirrelManager to ensure that we could implement patrolling enemies.

Then, Thomas started work on CheckpointController, which respawns the player at a different location after they touch a bounding box and to make sure the player could not fall back down the tree. Additionally, he used the PlatformController to implement the bird enemies. He also used the Unity Cinemachine add-on to implement a tracking camera, and implemented semisolid platforms. Thomas also added the TimeController to handle the stopwatch UI element.

I then began work on the different screens that the game needed to implement, and created the MenuManager, BackButtonManager, and TransitionManager to handle the different interactions the player has with the various screens. Additionally, I found audio files and created the AudioManager. I also created all of the animations and edited in animation transitions and SFX calls into various scripts as needed.

Lastly, Thomas implemented the GoalManager to allow the player to reach a final destination, which I made some edits to, and the PauseController, to allow the player to pause the game.