

KrabKlashers

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Sponsor:



DOWNLOAD: haydenplatt.me/krabklashers

3/12/15

Why Krab Klashers?

Krab Klashers is a 3D, fast-paced, multiplayer, pick-up-and play, first-person arena-style combat game.

It fills a niche for those looking to kill a few minutes in a first person fighter, but don't have time for a long game of Call of Duty or Counter-Strike.

Before...



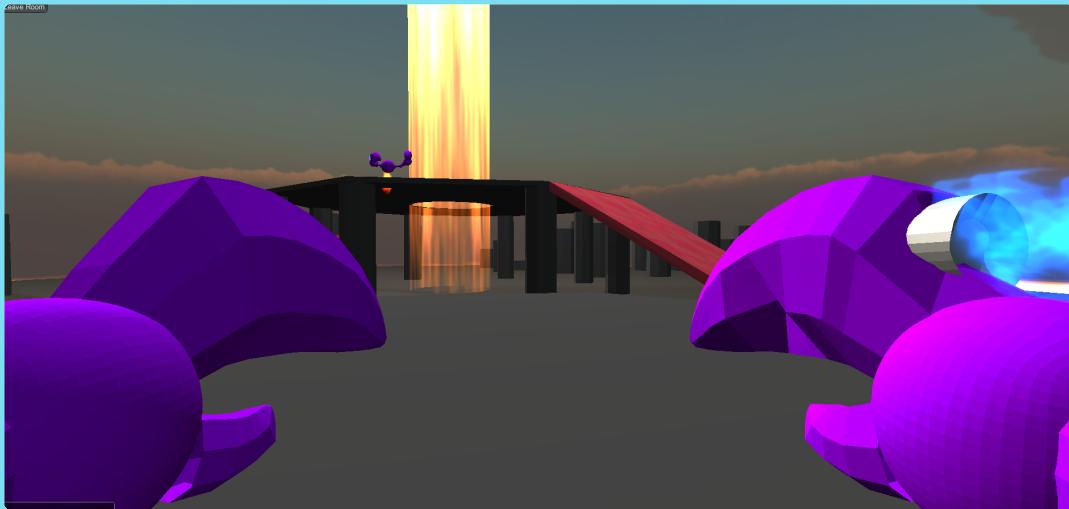
We wanted:

- **3D Player control**
- **Arena Combat System**
- **Creating 3D Levels**
- **Multiplayer Online**
- **Polished Graphics**
- **Game Audio**

After!

We achieved:

- Tight 3D Player control
- Fun Arena Combat
- Dynamic 3D Levels
- Online Multiplayer
- Polished Graphics
- Exciting Game Audio



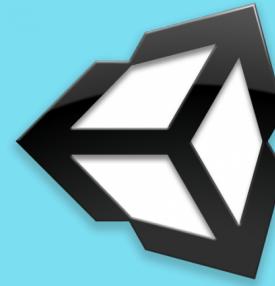
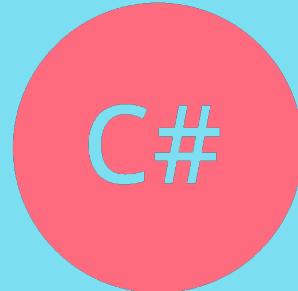
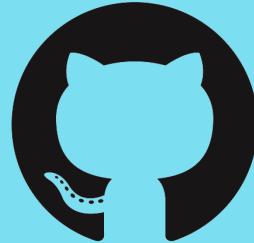
Challenges

- Networking
- Sound
- Learning 3D Level Design
- Acclimating to Unity 3D
- Finding Time to Work
- Learning Blender

Wins

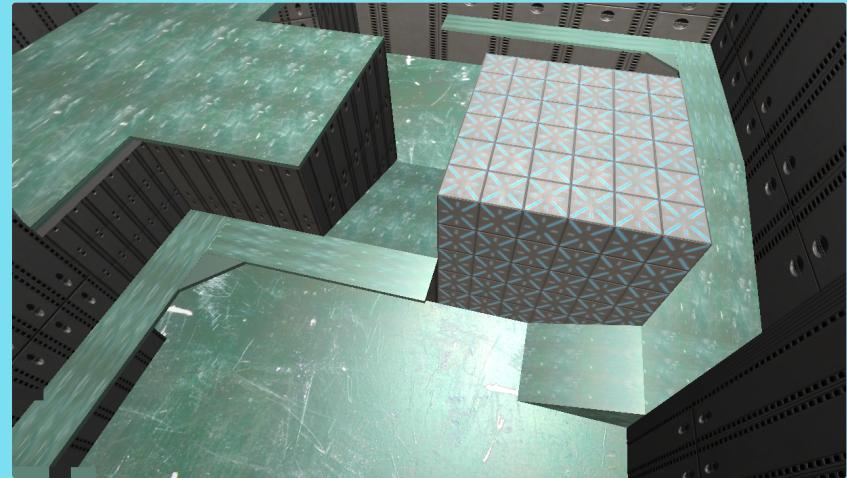
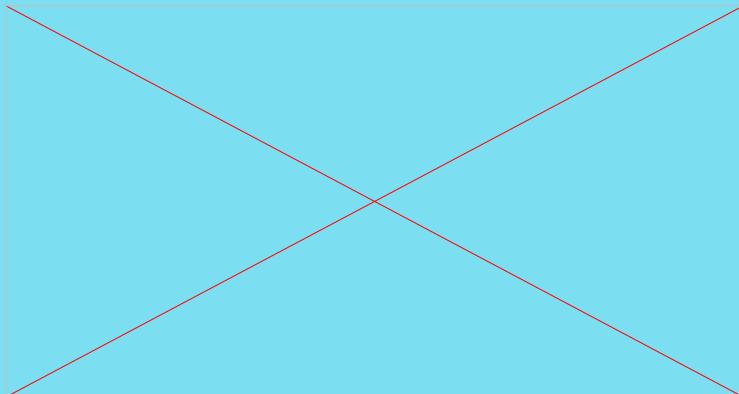
- We got networking!
- SCRUM went well!
- Completed more levels than projected!
- Models and animations turned out well!
- Learned technologies quickly!

Technology



What worked?

- Dividing into focused teams
- Meeting and working together frequently
- SCRUM Meetings



What sucked?

- Networking Issues
- Github Issues
- Dense documentation

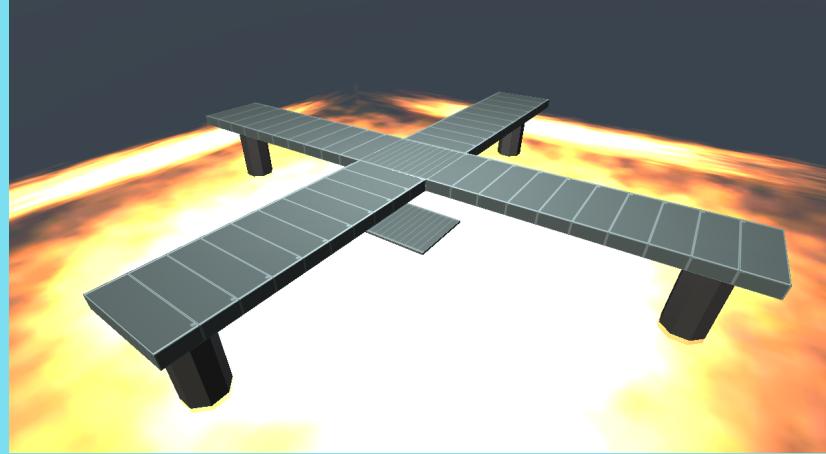
Lessons Learned

Keep...

- SCRUM
- Focus teams
- Unity

Stop...

- Updating Unity software before committing to GitHub.
- Forgetting to 'Stop' rather than 'Pause' when making changes



DOWNLOAD NOW!

haydenplatt.me/krabklashers