

CU Sprint

A game developed by: Anne Chen, Jamie Foster, Garrett Hite, Will Kanter, Ryan Karasopoulos, Seok Song

Trello



- The purpose of trello was to be able to keep track of our workload and manage it effectively
- We would rate this tool a 1 out of 5 in usefulness
- The methodology of trello is agile

GitHub



- We use GitHub to log our work on a shared repository so we all could easily access any necessary files or documents.
- Github deserves a 4 out of 5 for effectiveness, ease of access, and overall usefulness, though is difficult to learn

PostgreSQL



- The purpose of PostgreSQL is to store our users' data in a manageable system.
- Our database consists of a userid, the username, the user's first name and last name, and their password
- PostgreSQL deserves a 5 out of 5 for effectiveness, ease of access, and overall usefulness. It was relatively easy to learn and it was really easy to add and take away information.

Heroku



- We used heroku app so we could get our game to the largest audience
- We were originally going to use localhost to be able to bypass web protocol security measures, but this task proved to be out of our scope
 - While we still can't pass data from unity into our database, we can at least host it on the internet to let as many people as possible play it.
- Able to make heroku sync with github allowing for git push's that update the website on heroku.

Express – Node.js



- Node.js allowed us to create a website using Node's built-in packages.
- Among these were:
 - pg-promise (PostgreSQL connector)
 - bcrypt (for encryption)
 - Session (for session management)
 - Express (a quick website builder)
- Express.js allows us to build websites that interact with our database
- This was used for logging users in as well as storing their information.

Unity



- The purpose of Unity is to build a game in an efficient manner. Unity has a development tool that lets you add attributes to a scene and then connect those scenes to make a full game.
- We rated Unity a 4 out of 5 stars. It had a very difficult learning curve, but once we got past it, making levels became relatively easy.
- We used Unity in an Agile format. The game development team would get together many times throughout the week and create levels or brainstorm new ones.

Challenges



- Extremely steep learning curves for various softwares
- Learning to create interactive software over multiple languages
- Motivation after COVID-induced schedule shifts

Demo

<https://cusprint.herokuapp.com/>