

# CU Sprint

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

## Project Description

CU Sprint is a Unity game designed around platforming across the CU Boulder campus. The goal of the game is to complete each level as quickly as possible. It consists of six levels, each representing a different campus building. We set up these levels to have an alternating pattern of platforming challenge and obstacle course. In the platforming challenge, the player must complete a series of jumps in order to make it to the goal. In the obstacle courses, the player must avoid spikes to get to the goal. Once the player touches these spikes, they will have to restart the level. The project is implemented using the Heroku application, complete with a user registration system. This registration system is how we would have stored the user's game information, like level high scores. Unfortunately, we ran into issues with getting information from Unity and into the database. Hosted at [cusprint.herokuapp.com](https://cusprint.herokuapp.com), the website for our application contains an introductory section, the game itself, a blog, and the link to our Github page, where our source code can be found along with each individual commit. The blog section of the website acts as a small timeline where we put major attributes of the development process.

## Project Tracker

Trello - <https://trello.com/b/qSveQtHN/cu-sprint>

## VCS

<https://github.com/BoulderBanditos/boulderbanditos.github.io>

## Contributions

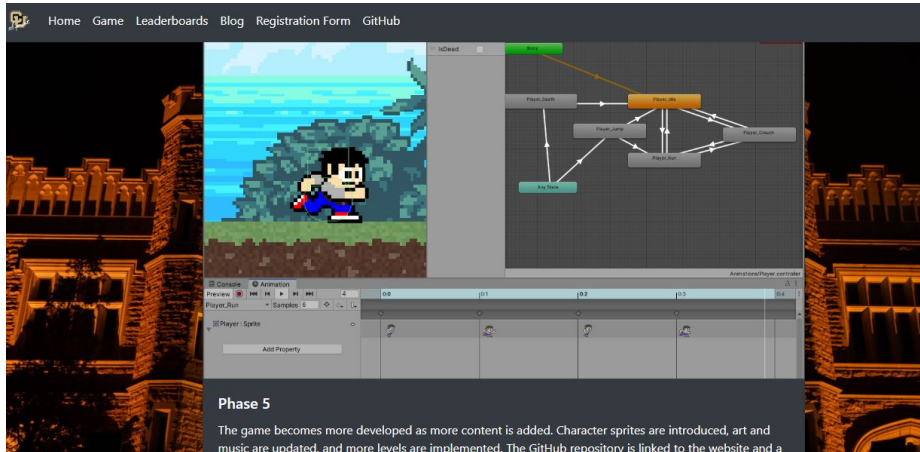
Anne - I worked on the website development, specifically the blog design in the home page and part of the design for the leaderboard.

The screenshot displays a GitHub interface showing a series of commits and pull requests. The top section lists five commits by user `anne.c_chen@yahoo.com`, alternating between deployment and build success messages. Below this, a section titled 'Commits on Apr 20, 2020' shows four pull requests merged into the main branch. Each pull request entry includes the commit message, the author's name, the commit hash, and a 'Verified' status.

Commit Message	Author	Commit Hash	Status
Merge pull request #2 from BoulderBanditos/AnneChen	anch9523	66bd529	Verified
Added Jamie, Ryan, and Seok's bio and pictures	anch9523	c761105	
Merge pull request #1 from BoulderBanditos/wk-4-13	willkanter	20a81bb	Verified
lots of stuff: registration, login, db connection	William Kanter authored and William Kanter committed	c8bedfb	

Side note: during one part of our project, we switched to pushing our changes to heroku instead of github so these are the changes I made during that time. We later on figured out, thanks to Will, how to connect github to heroku.

Ryan: Being on the website development team, my contributions consisted of the blog page and the introduction, as well as overall website aesthetic. I also created the background music for the game itself.



William Mardick-Kanter: I was on the website development team as well and I was responsible for the server and database. Getting the server setup I initially used localhost with a local database to test my routing and functions. I then converted Anne and Ryan's pages to Express.js so I could use one of the many express modules for features like encryption and session management. During this process (when I tried to push the change from an html website to an express app to github) I couldn't get github to accept the changes so I deleted the repository and then recreated it with all the new code. In my limited foresight I didn't realize I would be deleting all of Anne and Ryan's previous commits, so that's why we have an initial commit on April 12th with a website that appears only I built. Also, since I paired our github repository, every push to the github repo builds and deploys on heroku through my account simultaneously.

**forgot to switch the port**

William Kanter authored and William Kanter committed 10 days ago ✓

**final game**

William Kanter authored and William Kanter committed 10 days ago ✓

**removed old game build folders**

William Kanter authored and William Kanter committed 10 days ago ✓

**19 MB is too big for a background**

William Kanter authored and William Kanter committed 10 days ago ✓

wima4896@colorado.edu: Deployed `ab09d2c5`  
Today at 1:00 PM · v32 · [Compare diff](#)

wima4896@colorado.edu: Build succeeded  
Today at 1:00 PM · [View build log](#)

wima4896@colorado.edu: Deployed `2b4b7cb4`  
Today at 12:59 PM · v31 · [Compare diff](#)

wima4896@colorado.edu: Build succeeded  
Today at 12:59 PM · [View build log](#)

wima4896@colorado.edu: Deployed `0be61631`  
Today at 12:58 PM · v30 · [Compare diff](#)

wima4896@colorado.edu: Build succeeded  
Today at 12:58 PM · [View build log](#)

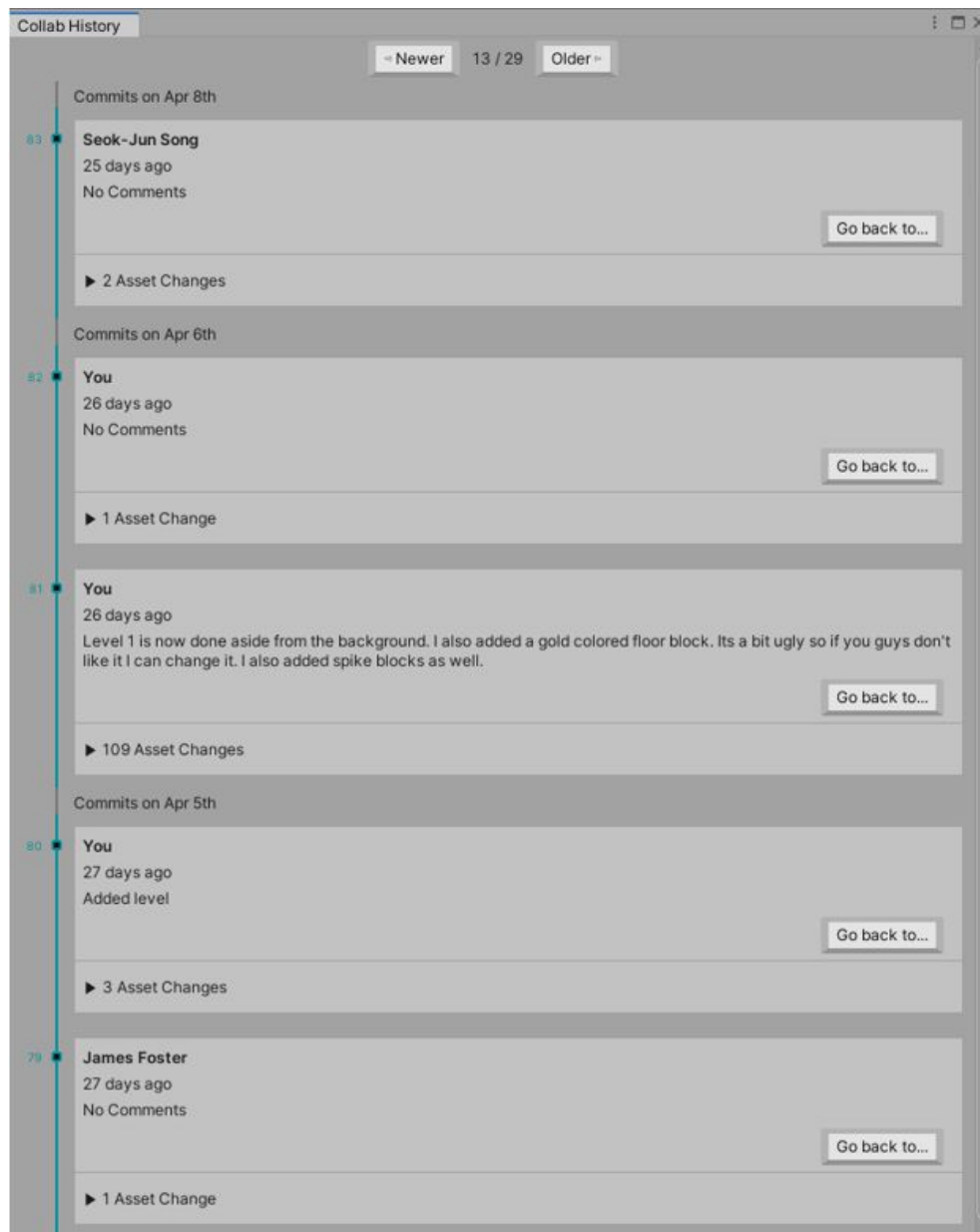
wima4896@colorado.edu: Deployed `5e62ccd4`  
Today at 11:33 AM · v29 · [Compare diff](#)

wima4896@colorado.edu: Build succeeded  
Today at 11:33 AM · [View build log](#)

wima4896@colorado.edu

25 deploys

Garrett Hite: I was on the game development team as well as the scrum master for the entire group. For game development, I created the art assets, the character animation, helped to lay the groundwork for using Unity, and was a part of designing and creating level 1 and 2 of the game. Due to time constraints towards the end of the project, I ended up putting most of my efforts into creating the C# scripts and attempting to get Unity and the website to communicate with each other, while Jamie and Seok finished the rest of the levels. These failed scripts are in the github under the folder "Didn't Work". As scrum master for the group, I was in charge of making sure there was a consistent meeting time and location for our weekly group meetings. I was also in charge of making sure that each member of the team completed their given task and that each of the sub groups, gamedev and webdev, came to each meeting with something substantial. Since Unity had its own collaboration system that isn't github, here is a screen shot of the collaboration record in Unity (the "You" being myself):



James Foster: Like Garrett, I was also on the game development team. Seok, Garrett, and I, before the transition to online school, worked on the first two levels of the game together. We planned out and built the levels and as a unit and then tested them once we had completed that. Once the stay at home order hit we shifted from doing everything as a single unit to everyone having certain goals that we each had to accomplish. I was tasked with completing levels 3 and 5 along with the timer in the game. So my main focus was level creation and writing a script to display an in-game timer.



Seok Song: I was a part of the game development team with Garrett and Jamie. At the beginning we collaborated on levels 1 and 2. Once the stay at home order was introduced, we had decided that the best way to stay on track to complete the 6 levels was to split up the work instead of working on them together. I was in charge of completing levels 4 and 6. In level 4 I tried to create a new mechanic where the gravity would be lower for just a select portion of the map so that descending side of the map would be much easier. For level 6 since it was the last level, I tried to incorporate everything, from jumping puzzles, to mazes, to a completely new obstacle to finish the map/game. I was also in charge of getting our audio to play in the background while the game played.

## **Deployment**

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