Title: 2020: The Game

Who:

Mac Long Sam Falberg Daniel Migdale Sam Blackwood Matt Moran Dom Lee

## **Project Description (200 words):**

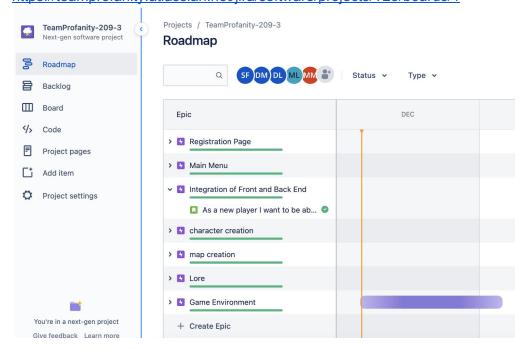
Our project is a game and an adjacent website based in HTML, PSQL, Node, and Godot. The game is a platformer similar to classics like Mario, where the player fights the coronavirus in order to find a cure. The game is 8-bit and uses the Godot game engine. If a player touches an enemy virus, they are sent back to the beginning of the level. However, by jumping on top of the virus, they can kill it and the virus will be gone no matter how many times the level takes you. When each level is completed, you are given your time which can later be entered into the website. The game is embedded in our website which uses NodeJS to talk to our database. On the website, you can include your name and email, as well as enter your best times into a leaderboard in order to see how you stack up against other players. There is also a contact sheet in order to easily get in touch with any of the creators (us).

## Link to github:

https://github.com/CSCI-3308-CU-Boulder/209-3-FA20

#### Link to Jira:

https://teamprofanity.atlassian.net/jira/software/projects/T23/boards/1



#### **Contributions:**

#### Individual:

- Mac: Created and maintained database. Created website with Dom (Leaderboard and Home) as well as integration between website and database. All JS post / get requests implemented. Deployed finished project to Heroku.
- Dan: Helped develop the game, primarily focusing on level design
- Dom: Worked on parts of the website with Mac (Registration and Contact page, tried to help with integration)
- Sam F: Worked with Godot and GDScript to fix tile mappings, make the main menu, integrate different levels of the game, make a pause menu, and work on player movement
- Sam B: Helped develop the game, primarily focusing on enemy movement, timing mechanism and the background design.
- Matt: I worked with Godot and GDScript to design the player movement, enemy
  movement, scoring system, and interactions between the player, enemy, and
  level goals. I also designed the artwork for the player sprite and the enemy sprite.

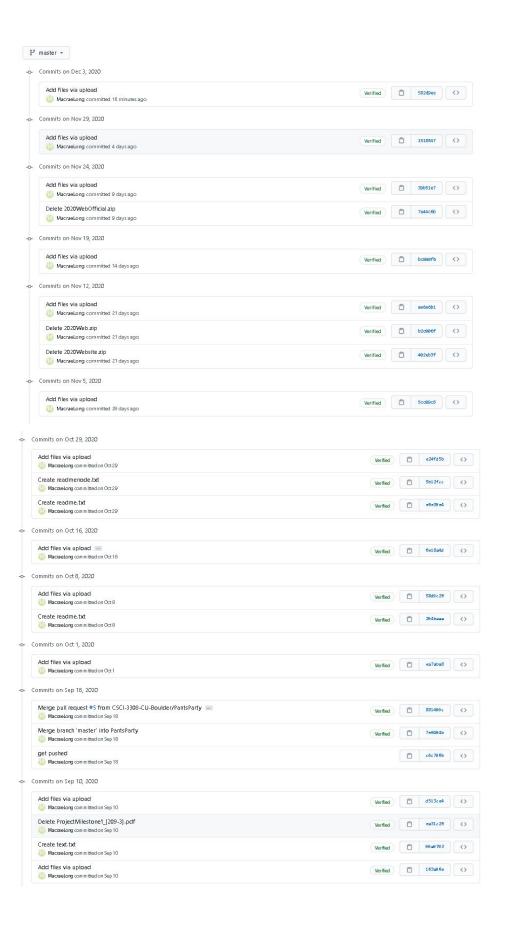
## **Deployment (Link):**

http://twentytwentygame.herokuapp.com/

# Readme for Repository

- Include a README in your repository:
  - Describe repo organization/structure
  - Describe how to build/run/test code

### **Contribution Screenshots:**



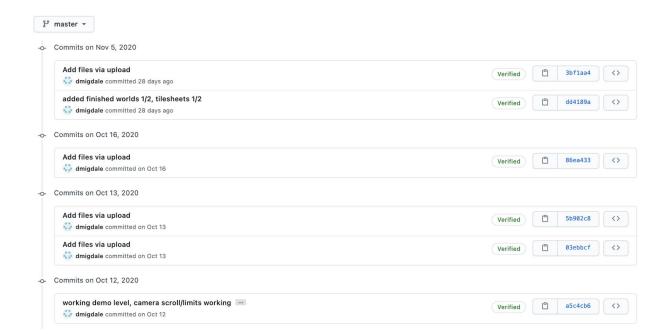
Update game export samfalberg committed 8 days ago		(C) d59f88b	
ommits on Nov 24, 2020			
Add new game export samfalberg committed 9 days ago		90c85dd	
Adjust timer formatting		(a) 5aee774	
samfalberg committed 9 days ago  Adjust backgrounds			
samfalberg committed 9 days ago		e2050c7	
Add level 2 background  samfalberg committed 9 days ago		(a) 372d4e1	
Fix tile map for world 2 samfalberg committed 9 days ago		@ 04a13c7	
Fix level 1 background  samfalberg committed 9 days ago		894c136	
Fix level 1 tile mappings  samfalberg committed 9 days ago		6a9b9ee	
Format pause and level complete menus  samfalberg committed 9 days ago		<u>9</u> 5684c44	
Add timer to world 2 samfalberg committed 9 days ago		e c68c7d3	
Add completion key to world 2		@ 3cc414a	
ommits on Nov 20, 2020			
Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209		dc5fa21	
Add time to popup menu		e cb61f6c	
Change key image, pause game when key collected samfalberg committed 13 days ago		e40ce87	
ommits on Nov 12, 2020			
Add Project Milestone 5	Verified	[ <sup>b</sup> ] 33363bb	
Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209 samfalberg committed 21 days ago		(°) 550340a	
Add zip of the exported game		@ a293f78	
ommits on Nov 11, 2020			
Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209		91f12dc	
Add pause feature to world 2" samfalberg committed 22 days ago		63f2281	
Allow player to jump while moving	Verified	7e8159c	
ommits on Oct 14, 2020			
Add Main Menu			
samfalberg committed on Oct 14	Verified	" 7fb212f	

° master -

	Added enemies	Parameter Committee of the Committee of				
	MatteMoran committed 13 days ago	1 48ud67e				
	Commits on Nov 12, 2020					
	Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209	cfae515				
	Populated level 1 with enemies					
	MatteMoran committed 21 days ago	☐ 577834c				
0	Commits on Nav 11, 2020					
	Fixed Player/Enemy Interactions	5131b8c				
	MattEMoran committed 22 days ago					
	Enemy movement	(h) 432695d				
	MattEMoran committed 22 days ago					
0	Commits on Nev 9, 2020					
	Added enemy movement	© 2338626				
	MattEMoran committed 24 days ago					
0	Commits on Nov 5, 2020					
	Player now respawns after falling off level MattEMoran committed 28 days ago	1bec164				
	Added timer to front of screen	F - 1 - 1				
	MattEMoran committed 28 days ago	169a5ca				
0	Commits on Oct 15, 2020					
	Adjusted Played Sprite					
	MattEMoran committed on Oct 15					
	Added stopwatch	[] 8340e1d				
	MattEMoran committed on Oct 15					
0	Commits on Oct 13, 2020					
	Added textures - Matt	@ #37175#				
	MattEMoran committed on Oct 13	(0)				
	Added way to kill enemies - Matt  MattEMoran committed on Oct 13	(1) 3/62b3a				
0	Commits on Oct 12, 2020					
	Player movement changes, added key and enemy - Matt  MattEMoran committed on Oct 12	7fds007				

-o- Commits on Oct 8, 2020

Add files via upload	Verified Cof617	b <
DomDaBomb34 committed on Oct 8		
mmits on Sep 18, 2020		
Merge pull request #4 from CSCI-3308-CU-Boulder/macsbranch	Verified 🖺 0b00b8	Bc <
DomDaBomb34 committed on Sep 18	Verified	
Merge branch 'master' into macsbranch	Verified Cb7086	3
DomDaBomb34 committed on Sep 18		
Merge branch 'master' into macsbranch	Verified	97
DomDaBomb34 committed on Sep 18		
nore why	□ ef5e24	15
DomDaBomb34 committed on Sep 18		
why	□ 1768ba	12
DomDaBomb34 committed on Sep 18		
Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209	☐ fb97ee	ea ·
DomDaBomb34 committed on Sep 18		
why	☐ d63622	26
DomDaBomb34 committed on Sep 18		
vhy	deb4f8	32
DomDaBomb34 committed on Sep 18		
Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209 ···	□ 9ce0d6	60 4
DomDaBomb34 committed on Sep 18		
nessage	[ <sup>b</sup> ] 581a0f	d ,
DomDaBomb34 committed on Sep 18	3 301401	



0-	Commits on Nov 25, 2020		
	enhanced enemy movement  sam-blackwood committed 8 days ago		la f2a6efc ()
-0-	Commits on Nov 11, 2020		
	changed timer display  sam-blackwood committed 22 days ago		( 621c790 ( )
0	Commits on Nov 9, 2020		
	tried some stuff and failed  sam-blackwood committed 24 days ago		6a490c6 <>
0	Commits on Nov 7, 2020		
	added level1 background  sam-blackwood committed 26 days ago		( 5b3b45a ( )
-0-	Commits on Nov 5, 2020		
	updated world1 scene  sam-blackwood committed 28 days ago		abfe8e4 (>
-0-	Commits on Oct 29, 2020		
	finished milestone 4  sam-blackwood committed on Oct 29	Verified	() 5636172 ()
	Delete ProjectMilestone4_3.pdf sam-blackwood committed on Oct 29	Verified	() a88984d ()
	Finished Milestone 4  sam-blackwood committed on Oct 29	Verified	e a22cb48 ↔
-0-	Commits on Oct 27, 2020		
	started working on score counter  sam-blackwood committed on Oct 27		[ <sup>a]</sup> 1e4c78d (>
0	Commits on Oct 14, 2020		
	connected main menu to game world see sam-blackwood committed on Oct 14		(°) ae920ea (>)
0	Commits on Oct 8, 2020		
	Add files via upload  sam-blackwood committed on Oct 8	Verified	9f4f327 (>
	Add files via upload  sam-blackwood committed on Oct 8	Verified	9548e1c (>
	Delete project.godot  sam-blackwood committed on Oct 8	Verified	() 155ceda
	Delete default_env.tres sam-blackwood committed on Oct 8	Verified	eff8596 (>
	Delete World.tscn  sam-blackwood committed on Oct 8	Verified	6386429
	Delete KinematicBody2D.gd  sam-blackwood committed on Oct 8	Verified	[*] 7454807 (>
	Add files via upload  sam-blackwood committed on Oct 8	Verified	e ctaletd 🗘
	Create README.md  is sam-blackwood committed on Oct 8	Verified	83fa6c5 C>