# **2020: The Game**

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Dan Migdale, Sam Blackwood, Sam Falberg, Dom Lee, Matt Moran, Mac Long

### **Overview**

- Overview of Project
  - o Platformer Video game
  - Inspired by "Mario" and other similar games
  - 8-bit style art with a coronavirus theme
- Motivation for Project
  - Chaotic nature of 2020
  - Wanted to create a fun and easily accessible app that can be enjoyed remotely



## **Tools/Methodologies**

- Project Tracker
  - o Jira (rating: 3) 🔷 Jiro Softwore
    - Used to manage our sprints
- VCS Repository
  - © Github (rating: 5)



- Database
  - PostgreSQL (rating: 4)
    PostgreSQL
    - Used to store scores and user information
- Development Methodology
  - o Agile (rating: 2)
- Deployment Environment
  - o Heroku (rating: 4.5) 1 heroku



§9 master ▼ §9 1 branch		Go to file
MacraeLong Add files via upload		1518647 4 days ago 🕥 <b>146</b> commits
Milestones	Add Project Milestone 5	21 days ago
Project Components	Update game export	8 days ago
Team Meeting Logs	Team Meeting Logs	3 months ago
DS_Store	Update game export	8 days ago
☐ Heroku Link.txt	Add files via upload	9 days ago
☐ README.md	Merge branch 'master' into sam_b_branch	3 months ago
myTestFile.txt	Test commit	3 months ago
pixelgrass.png	Add files via upload	2 months ago
twentytwentygame.zip	Add files via upload	4 days ago

## **Tools/Methodologies**

- Game Development Engine
  - o Godot (rating: 4)
- Framework
  - Node.js (rating: 3.5)



- Template Engine
  - o EJS (rating: 4)
- Testing Tool
  - Manual testing of game, website, and full stack (rating: 4)

### **Challenges**

#### Integration

- Putting the game on browser
- Sending scores to leaderboard from Godot
- Weak understanding of different project components between game and website teams
- Strategy for Overcoming
  - Found a workaround to submit scores to leaderboard
- Consequences
  - Lack of ability to work on other teams' components

#### Lack of Godot Documentation

- Made it hard to find a way to send scores from game to leaderboard
- Strategy for Overcoming
  - Asking our TA for advice
  - Godot Discord channel
- Consequences
  - Some stuff we didn't get answers for

### Only One Team Member Had Access to the Database

- Made us reliant on the one team member whenever we wanted to work on the backend
- Strategy for Overcoming
  - Frequent team meetings, communication
- Consequences
  - Made integration a much slower process

#### Configuring our Database

- PSQL / MySQL issues involving compatibility with Windows, Node, etc.
- Hosting database using Heroku
- Strategy for Overcoming
  - Perseverance, positive reinforcement
- Consequences
  - Put us behind schedule a bit

# Live Demo

http://twentytwentygame.herokuapp.com/