2020: The Game

• • •

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

Overview

- Overview of Project
    - 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
  - Jira (rating: 3) Jira Software
    - Used to manage our sprints
- VCS Repository
  - Github (rating: 5) GitHub
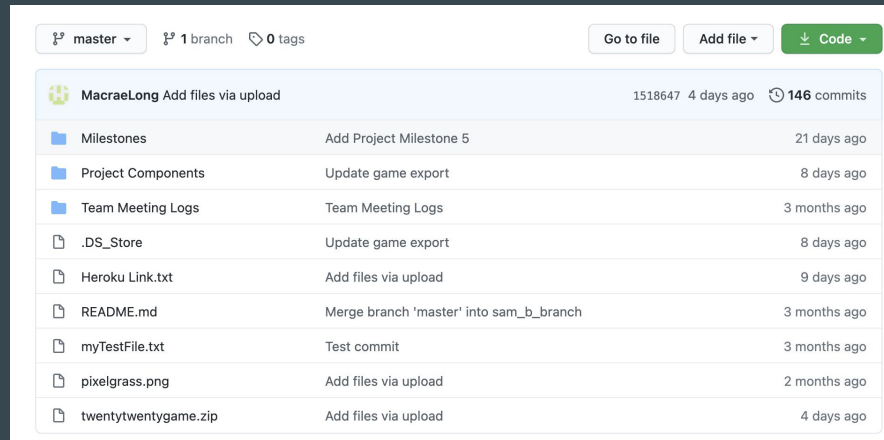- Database
  - PostgreSQL (rating: 4) PostgreSQL
    - Used to store scores and user information
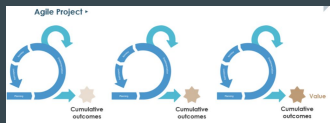- Development Methodology
  - Agile (rating: 2)
- Deployment Environment
  - Heroku (rating: 4.5) heroku

Tools/Methodologies

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