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:

○ Commits on Dec 3, 2020

Add files via upload
MacraeLong committed 16 minutes ago
Verified | 📋 | 582d9ee | <>

○ Commits on Nov 29, 2020

Add files via upload
MacraeLong committed 4 days ago
Verified | 📋 | 1518647 | <>

○ Commits on Nov 24, 2020

Add files via upload
MacraeLong committed 9 days ago
Verified | 📋 | 39b51e7 | <>

Delete 2020WebOfficial.zip
MacraeLong committed 9 days ago
Verified | 📋 | 7e44c6b | <>

○ Commits on Nov 19, 2020

Add files via upload
MacraeLong committed 14 days ago
Verified | 📋 | bc999f6 | <>

○ Commits on Nov 12, 2020

Add files via upload
MacraeLong committed 21 days ago
Verified | 📋 | ae6e6b1 | <>

Delete 2020Web.zip
MacraeLong committed 21 days ago
Verified | 📋 | b2c006f | <>

Delete 2020Website.zip
MacraeLong committed 21 days ago
Verified | 📋 | 402eb3f | <>

○ Commits on Nov 5, 2020

Add files via upload
MacraeLong committed 28 days ago
Verified | 📋 | 5cc00c8 | <>

○ Commits on Oct 29, 2020

Add files via upload
MacraeLong committed on Oct 29
Verified | 📋 | e24fd5b | <>

Create readmenode.txt
MacraeLong committed on Oct 29
Verified | 📋 | 5b12fcc | <>

Create readme.txt
MacraeLong committed on Oct 29
Verified | 📋 | e6e39e4 | <>

○ Commits on Oct 16, 2020

Add files via upload ...
MacraeLong committed on Oct 16
Verified | 📋 | 6e18a4d | <>

○ Commits on Oct 8, 2020

Add files via upload
MacraeLong committed on Oct 8
Verified | 📋 | 58d9c26 | <>

Create readme.txt
MacraeLong committed on Oct 8
Verified | 📋 | 294baaa | <>

○ Commits on Oct 1, 2020

Add files via upload
MacraeLong committed on Oct 1
Verified | 📋 | ea7aba8 | <>

○ Commits on Sep 18, 2020

Merge pull request #5 from CSCI-3308-CU-Boulder/PantsParty ...
MacraeLong committed on Sep 18
Verified | 📋 | 881490c | <>

Merge branch 'master' into PantsParty
MacraeLong committed on Sep 18
Verified | 📋 | 7e6484b | <>

get pushed
MacraeLong committed on Sep 18
📋 | c4c796b | <>

○ Commits on Sep 10, 2020

Add files via upload
MacraeLong committed on Sep 10
Verified | 📋 | d513ce4 | <>

Delete ProjectMilestone1_[209-3].pdf
MacraeLong committed on Sep 10
Verified | 📋 | ea31c26 | <>

Create text.txt
MacraeLong committed on Sep 10
Verified | 📋 | 90a0703 | <>

Add files via upload
MacraeLong committed on Sep 10
Verified | 📋 | 163a06e | <>

⌄ master ▾

○─ Commits on Nov 25, 2020

Update game export
😊 **samfalberg** committed 8 days ago ☐ d59f00b ⟨⟩

○─ Commits on Nov 24, 2020

Add new game export
😊 **samfalberg** committed 9 days ago ☐ 90c85dd ⟨⟩

Adjust timer formatting
😊 **samfalberg** committed 9 days ago ☐ 5aee774 ⟨⟩

Adjust backgrounds
😊 **samfalberg** committed 9 days ago ☐ e2050c7 ⟨⟩

Add level 2 background
😊 **samfalberg** committed 9 days ago ☐ 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 ☐ 5684c44 ⟨⟩

Add timer to world 2
😊 **samfalberg** committed 9 days ago ☐ c68c7d3 ⟨⟩

Add completion key to world 2
😊 **samfalberg** committed 9 days ago ☐ 3cc414a ⟨⟩

○─ Commits on Nov 20, 2020

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209-... ⋯
😊 **samfalberg** committed 13 days ago ☐ dc5fa21 ⟨⟩

Add time to popup menu
😊 **samfalberg** committed 13 days ago ☐ cb61f6c ⟨⟩

Change key image, pause game when key collected
😊 **samfalberg** committed 13 days ago ☐ e40ce87 ⟨⟩

○─ Commits on Nov 12, 2020

Add Project Milestone 5
😊 **samfalberg** committed 21 days ago   Verified ☐ 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
😊 **samfalberg** committed 21 days ago ☐ a293f78 ⟨⟩

○─ Commits on Nov 11, 2020

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209-... ⋯
😊 **samfalberg** committed 22 days ago ☐ 91f12dc ⟨⟩

Add pause feature to world 2"
😊 **samfalberg** committed 22 days ago ☐ 63f2281 ⟨⟩

Allow player to jump while moving
😊 **samfalberg** committed 22 days ago   Verified ☐ 7e8159c ⟨⟩

○─ Commits on Oct 14, 2020

Add Main Menu ⋯
😊 **samfalberg** committed on Oct 14   Verified ☐ 7fb212f ⟨⟩

Commits on Nov 20, 2020

Added enemies
MattEMoran committed 13 days ago

[ ] 48ad67e ‹›

Commits on Nov 12, 2020

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209-... ...
MattEMoran committed 21 days ago

[ ] cfae515 ‹›

Populated level 1 with enemies
MattEMoran committed 21 days ago

[ ] 57783fc ‹›

Commits on Nov 11, 2020

Fixed Player/Enemy Interactions
MattEMoran committed 22 days ago

[ ] 5131b8c ‹›

Enemy movement
MattEMoran committed 22 days ago

[ ] 432695d ‹›

Commits on Nov 9, 2020

Added enemy movement
MattEMoran committed 24 days ago

[ ] 2138626 ‹›

Commits on Nov 5, 2020

Player now respawns after falling off level
MattEMoran committed 28 days ago

[ ] 1bec364 ‹›

Added timer to front of screen
MattEMoran committed 28 days ago

[ ] 369a5ce ‹›

Commits on Oct 15, 2020

Adjusted Played Sprite
MattEMoran committed on Oct 15

[ ] 567027a ‹›

Added stopwatch
MattEMoran committed on Oct 15

[ ] 8340e1d ‹›

Commits on Oct 13, 2020

Added textures - Matt
MattEMoran committed on Oct 13

[ ] e37175f ‹›

Added way to kill enemies - Matt
MattEMoran committed on Oct 13

[ ] 3f82b3a ‹›

Commits on Oct 12, 2020

Player movement changes, added key and enemy - Matt
MattEMoran committed on Oct 12

[ ] 7fda807 ‹›

Commits on Oct 8, 2020

Add files via upload
DomDaBomb34 committed on Oct 8

Verified | c0f617b | <>

Commits on Sep 18, 2020

Merge pull request #4 from CSCI-3308-CU-Boulder/macsbranch ...
DomDaBomb34 committed on Sep 18

Verified | 0b00b8c | <>

Merge branch 'master' into macsbranch
DomDaBomb34 committed on Sep 18

Verified | cb70863 | <>

Merge branch 'master' into macsbranch
DomDaBomb34 committed on Sep 18

Verified | 663a897 | <>

more why
DomDaBomb34 committed on Sep 18

ef5e245 | <>

why
DomDaBomb34 committed on Sep 18

1768ba2 | <>

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209-... ...
DomDaBomb34 committed on Sep 18

fb97eea | <>

why
DomDaBomb34 committed on Sep 18

d636226 | <>

why
DomDaBomb34 committed on Sep 18

deb4f82 | <>

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/209-... ...
DomDaBomb34 committed on Sep 18

9ce0d60 | <>

message
DomDaBomb34 committed on Sep 18

581a0fd | <>

⎇ master ▾

○─ Commits on Nov 5, 2020

Add files via upload
dmigdale committed 28 days ago
Verified | 📋 | 3bf1aa4 | <>

added finished worlds 1/2, tilesheets 1/2
dmigdale committed 28 days ago
Verified | 📋 | dd4189a | <>

○─ Commits on Oct 16, 2020

Add files via upload
dmigdale committed on Oct 16
Verified | 📋 | 86ea433 | <>

○─ Commits on Oct 13, 2020

Add files via upload
dmigdale committed on Oct 13
Verified | 📋 | 5b902c8 | <>

Add files via upload
dmigdale committed on Oct 13
Verified | 📋 | 03ebbcf | <>

○─ Commits on Oct 12, 2020

working demo level, camera scroll/limits working ⋯
dmigdale committed on Oct 12
Verified | 📋 | a5c4cb6 | <>

Commits on Nov 25, 2020

enhanced enemy movement
sam-blackwood committed 8 days ago

f2a6efc ‹›

Commits on Nov 11, 2020

changed timer display
sam-blackwood committed 22 days ago

621c790 ‹›

Commits on Nov 9, 2020

tried some stuff and failed
sam-blackwood committed 24 days ago

6a490c6 ‹›

Commits on Nov 7, 2020

added level1 background
sam-blackwood committed 26 days ago

5b3b45a ‹›

Commits on Nov 5, 2020

updated world1 scene
sam-blackwood committed 28 days ago

abfe8e4 ‹›

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 a22cb48 ‹›

Commits on Oct 27, 2020

started working on score counter
sam-blackwood committed on Oct 27

1e4c70d ‹›

Commits on Oct 14, 2020

connected main menu to game world
sam-blackwood committed on Oct 14

ae920ea ‹›

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 eff0596 ‹›

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 cfa1efd ‹›

Create README.md
sam-blackwood committed on Oct 8

Verified 83fa6c5 ‹›