Team 201-4: The Ominous Corp.
Jake Martin, Ryan Marizza, Angelo Vacca, Mauro Nannini, Chirag Telang

Tank Royale Project Milestone 7

- Project Title: Tank Royale
- Team
    - Jake Martin
    - Ryan Marizza
    - Angelo Vacca
    - Mauro Nannini
    - Chirag Telang
- Project Description
    - Tank Royale is a web-based game where you control a tank to be used against other enemy tanks. Players are pitted in a one on one match with the goal being to take their opponent out and be the last tank standing. To do so they are allowed to move around, shoot at one another, and dodge any dangerous projectiles that come their way. Additionally, the user is able to explore the website Tank Royale is hosted on. The game functionality was developed using the Unity game engine and was written in C#. Unity's collaboration tools along with github also assisted in the creation of the game. After the game was completed, it was exported to a WebGL build format. This, along with the greater website, were then hosted online via Heroku as a Node.js application. The greater website utilizes HTML, CSS, and javascript to hold a "dashboard" mainpage. This dashboard contains critical features such as user login and registration, the ability to submit a "contact us" form, access to a user profile and shop, and a page dedicated to running the actual game. This project required all the skills learned in class in order to be completed and functional.
- Project Tracker
    - Trello: At the beginning of the project, the group created a Trello dashboard to highlight the general design flow of the project. Below is the link to the Trello board itself, as well as a screenshot of what the board looked like mid-semester.

    Link to trello dashboard: https://trello.com/b/GVMqp4Ri/tankbr
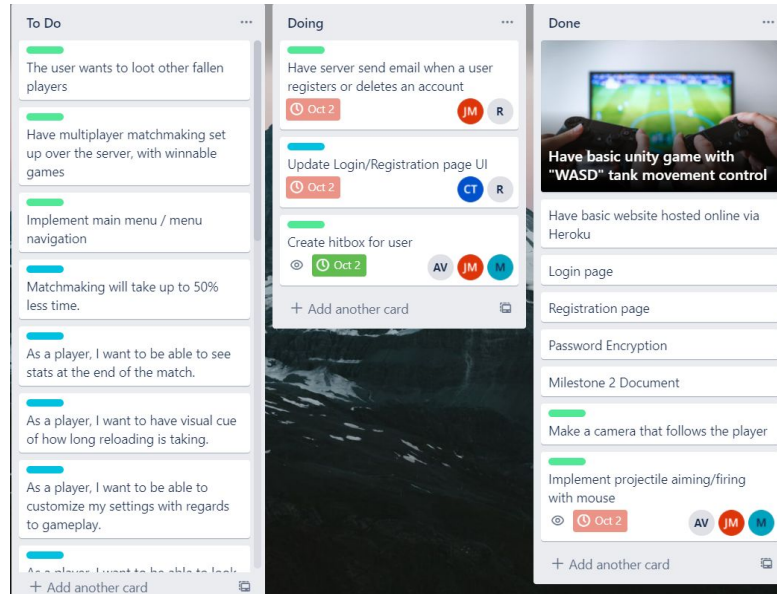
○ Discord/Zoom: As we progressed through the semester, we held weekly meetings where we discussed what progress we had made and what still needed to be completed. These meetings began on Zoom and transitioned to Discord as the semester progressed. Meeting notes were captured in our team Discord channel, which can be seen in the screenshot below:
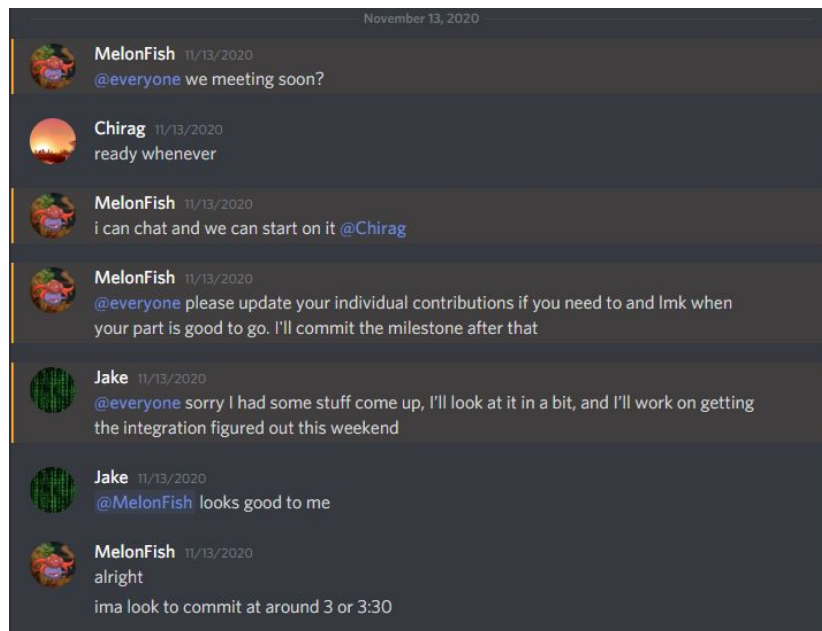

● VCS

○ GitHub: Our team used a shared GitHub repository for our project, which contained milestone submissions as well as all of our project code. A link to this repository can be found here: https://github.com/CSCI-3308-CU-Boulder/The-Ominous-Corp

○ Unity: For the development of the game, our team also used Unity's built in "collaborate" capabilities, which use a different, Unity-hosted git for building the game. However, this git repo is not publicly available, and all changes made were intermittently transferred to the GitHub repo's "All Project Code/UnityGames" folder.
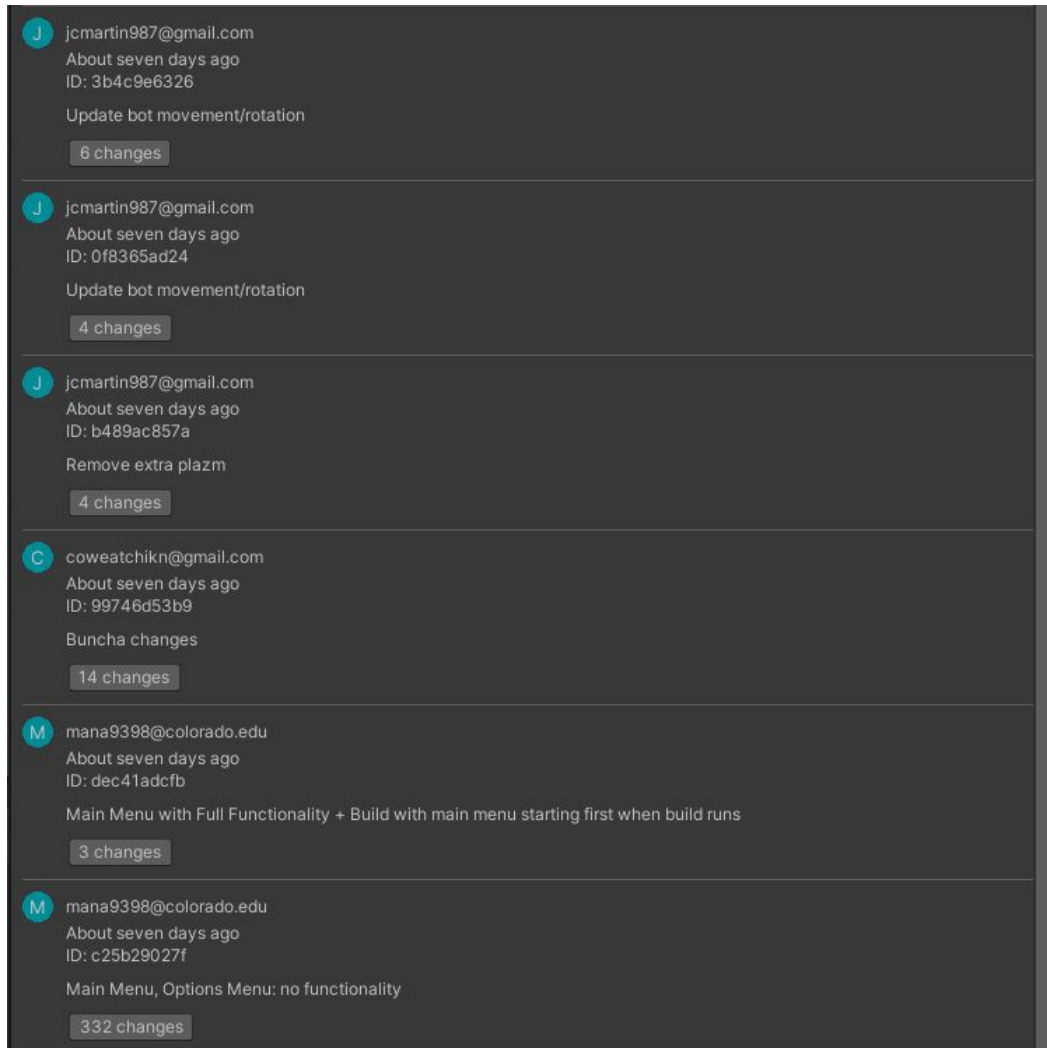
○ Heroku: We also had another git repo used by Heroku for deployment (I know, 3 repos is a lot, but it worked). The changes in this repo affect the actual deployed application at https://immense-cliffs-00493.herokuapp.com/ , and while not directly publicly available, all changes made were intermittently transferred to the GitHub repo's "All Project Code/immense-cliffs-backup" folder.

○ To test the functionality of our software, a list of test cases was designed for project milestone 5. This test case document can be found here: https://github.com/CSCI-3308-CU-Boulder/The-Ominous-Corp/blob/master/Milestone%20Submissions/ProjectMilestone5_201-4.pdf

- Contributions
  - Commit contributions

master

Commits on Nov 30, 2020

Tank Game Rebuild and Heroku backup
JakeMartin99 committed 7 days ago — e7f1ac6

Add milestone 6 pdf
JakeMartin99 committed 7 days ago — Verified — 8d619c6

Commits on Nov 29, 2020

Reformat File Structure of Repo
JakeMartin99 committed 8 days ago — cf74d06

shop page
Chirag T committed 8 days ago — d3c4ba2

profile page
Chirag T committed 8 days ago — 3527a99

Commits on Nov 24, 2020

update heroku backup
JakeMartin99 committed 13 days ago — 25e37a2

Commits on Nov 20, 2020

Ok, here we go
JakeMartin99 committed 17 days ago — e13399d

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/The-... ...
Chirag T committed 17 days ago — 2ab3a83

login/homepage changes
Chirag T committed 17 days ago — cac455e

perhaps now?
JakeMartin99 committed 17 days ago — 61adc6f

trying once more
JakeMartin99 committed 17 days ago — a61c587

try again
JakeMartin99 committed 17 days ago — aa57d43

commit again
JakeMartin99 committed 17 days ago — f5ddee0

Rollback Heroku changes
JakeMartin99 committed 17 days ago — 2c756c1

Commits on Nov 18, 2020

Change gitignore
JakeMartin99 committed 19 days ago — 4952f54

Commits on Nov 13, 2020

Add files via upload
avacca1 committed 24 days ago — Verified — e480b7b

Commits on Nov 10, 2020

Unity Changes
JakeMartin99 committed 28 days ago   📋   1e668e8   <>

Commits on Nov 3, 2020

proj. code
Chirag T committed on Nov 3   📋   b4c6d8f   <>

Commits on Oct 30, 2020

Add files via upload
Ryanmarizza committed on Oct 30   Verified   📋   2e374e4   <>

Commits on Oct 13, 2020

test
JakeMartin99 committed on Oct 13   📋   1f2618f   <>

Commits on Oct 5, 2020

Smooth momentum motion and projectile firing
JakeMartin99 committed on Oct 5   📋   720c74b   <>

Commits on Oct 2, 2020

Try adding immensecliffs gitignore
JakeMartin99 committed on Oct 2   📋   7b5cd99   <>

push nodejs changes
JakeMartin99 committed on Oct 2   📋   b3296d7   <>

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/The-... ...
Chirag T committed on Oct 2   📋   ac3c309   <>

test login page
Chirag T committed on Oct 2   📋   0c4cf49   <>

Add WEBGL build
JakeMartin99 committed on Oct 2   📋   ae7be65   <>

big file
JakeMartin99 committed on Oct 2   📋   d3b22a9   <>

Commits on Sep 28, 2020

Add 9-28 Unity changes
JakeMartin99 committed on Sep 28   📋   9390377   <>

Commits on Sep 25, 2020

heroku finally fixed
Ryanmarizza committed on Sep 25   📋   7c9763a   <>

more changes
Ryanmarizza committed on Sep 25   📋   71d459a   <>

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/The-... ...
Ryanmarizza committed on Sep 25   📋   5fa8d4e   <>

working login
Ryanmarizza committed on Sep 25   📋   bc09eb1   <>

Milestone 2 Submission
JakeMartin99 committed on Sep 25   Verified   📋   885b625   <>

Commits on Sep 21, 2020

Added tank autorotation
JakeMartin99 committed on Sep 21   📋   61b0563   <>

Remove old tankgame folder
JakeMartin99 committed on Sep 21   📋   bf9ec85   <>

Commits on Sep 21, 2020

Merge branch 'master' of https://github.com/CSCI-3308-CU-Boulder/The-... ...
JakeMartin99 committed on Sep 21   99abc9e <>

Add unity project with collab
JakeMartin99 committed on Sep 21   883dd65 <>

Commits on Sep 18, 2020

resolved merge conflict
Ryanmarizza committed on Sep 18   2a85bfd <>

loginand registration
Ryanmarizza committed on Sep 18   7e5facb <>

Commits on Sep 16, 2020

break
Ryanmarizza committed on Sep 16   61126d5 <>

Merge pull request #1 from CSCI-3308-CU-Boulder/ryan_branch ...
Ryanmarizza committed on Sep 16   Verified   fc3dae6 <>

Merge branch 'master' into ryan_branch
Ryanmarizza committed on Sep 16   Verified   b5fc1c1 <>

Merge pull request #3 from CSCI-3308-CU-Boulder/OC ...
Ryanmarizza committed on Sep 16   Verified   eeaada9 <>

Merge branch 'master' into OC
Ryanmarizza committed on Sep 16   Verified   ac79e0a <>

Merge pull request #4 from CSCI-3308-CU-Boulder/AngeloBranch ...
Ryanmarizza committed on Sep 16   Verified   a9ca8bd <>

Merge branch 'master' into AngeloBranch
Ryanmarizza committed on Sep 16   Verified   9c46e8f <>

Merge pull request #2 from CSCI-3308-CU-Boulder/JakeBranch ...
Ryanmarizza committed on Sep 16   Verified   16c8eab <>

Merge branch 'master' into JakeBranch
Ryanmarizza committed on Sep 16   Verified   ca97c73 <>

Merge branch 'master' into ryan_branch
Ryanmarizza committed on Sep 16   Verified   7f89bd1 <>

message
avacca1 committed on Sep 16   c60a895 <>

message
JakeMartin99 committed on Sep 16   cf40a53 <>

message
Mauro2400 committed on Sep 16   a8a1d18 <>

ryan was here
Ryanmarizza committed on Sep 16   095fa89 <>

message
avacca1 committed on Sep 16   e3c0a69 <>

new changes1
telang13 committed on Sep 16
e6e2ecb

message
JakeMartin99 committed on Sep 16
ec00161

new changes
telang13 committed on Sep 16
012eac8

message
JakeMartin99 committed on Sep 16
e3dd725

message
Ryanmarizza committed on Sep 16
4f75fea

Commits on Sep 13, 2020

Add basic unity project …
JakeMartin99 committed on Sep 13
cd6c35a

Commits on Sep 11, 2020

Milestone #1 File Upload
JakeMartin99 committed on Sep 11
Verified   690d973

Create Meet_9-11-20
JakeMartin99 committed on Sep 11
Verified   e8baf92

Delete a
JakeMartin99 committed on Sep 11
Verified   eeafc9a

Create "All project code" folder
JakeMartin99 committed on Sep 11
Verified   00f5d6d

Create "Milestone Submissions" folder
JakeMartin99 committed on Sep 11
Verified   b7fc8de

Create "Team Meeting Logs" folder
JakeMartin99 committed on Sep 11
Verified   6f1c8c5

Commits on Sep 9, 2020

Create README.md
Ryanmarizza committed on Sep 9
Verified   148c63f

○ **Jake Martin (jakemartin99):**
- Worked on several portions of the Unity game development, via Unity software and C# programming. On of my main contributions was on making the movement controls feel smooth and natural, as well as making the bot-enemy track the player appropriately
- Did most of the work getting all of the various moving parts of the applications successfully integrated and deployed to our Heroku Node.js web app. This involved some tweaks to the html, css, and js of the site code, as well as handling the build processes for Unity as well as Heroku
- Implemented some of the web features in HTML/CSS/JS on our site, such as having the login/register/contact us forms appear as modal popups, and having the contact us form use nodemailer to send a response email to the user.
- Overall contributions spanned most of the scope of the project: Unity, C#,

HTML, CSS, JavaScript, Node.js, and Heroku deployment.

○ **Ryan Marizza (ryanmarizza):**
  ● Initial site hosting on postgres including setting up Heroku Git, Heroku Postgres, and integrating server functionality to Heroku.
  ● Server setup using node.js, express.js
  ● Project architecture diagram
  ● Trello setup and management (actually not much work here!)
  ● Postgres database for login information
  ● Login and Registration functionality with password encryption.
  ● Helped Jake with debugging the integration of the Unity game and other HTML elements into the final Heroku site
  ● Overall contributions spanned postgresql database, javascript for server setup, some html coding and dynamic html integration.

○ **Angelo Vacca (avacca1):**
  ● Mostly contributed to mechanics and assets of the Unity game development
  ● Contributions to the game:
    ○ Finding/using visual assets for the game (i.e tank designs or bullet designs)
    ○ Helped create the overhead camera view in the game
    ○ Created scripts for various shooting mechanics, both by the player and the bot they play against
    ○ Helped Jake with the creation of the bot movement script
    ○ Created scripts to do something in the case of collision events between bullets and players or bullets and other bullets. This also included giving hitboxes to players and objects.
    ○ Created scripts that held health stats and firing rates for the player and the bot. (this did not include movement speed)
    ○ Helped tweak various stats and features of the final game
    ○ Committed many changes to the unity collaboration space
  ● Along with everyone else, helped with project milestones, commits, and presentations
  ● Overall contributions spanned C# and Unity

○ **Mauro Nannini (mauro2400):**
  ● Mainly contributed to UI/UX within the Unity game development
  ● Contributions to the app:
    ○ Preliminary designs of the UI
    ○ Created scripts to manage buttons and settings within:
      ■ Main Menu

- - - Options Menu
    - Pause Menu
  - Overhauled preliminary sketches into a vibrant [game-like] atmosphere using colors, shading techniques, as well as shadows
  - Finding/using audio assets to create a soundtrack for the main menus as well as in-game to fit the 2D arcade-style theme.
  - Overall contributions spanned C#, sketching and implementing UI assets, and simple audio assets along with various minute details throughout the scope of the project

- **Chirag Telang (telang13):**
  - Aside from the pop-up modals and contact form, I did all of the front-end UI development of the application.
  - Contributions to the game:
    - Home Page
    - Profile Page
    - Shop Page
    - Login Page design (not included in final application due to complications regarding database integration)
  - Helped heavily with the project milestones, including use case diagrams, wireframes, slide presentation, etc.
  - Overall contributions spanned HTML, CSS, and JavaScript

- Deployment Instructions
  - This app is deployed on Heroku as a Node.js application at https://immense-cliffs-00493.herokuapp.com/