



WarCrimes.io

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Tools



We used Github as our VCS repository for. We found Github to be useful to share/work on our code stepping on each others toes and keeping our code updated.

Rating:5/5



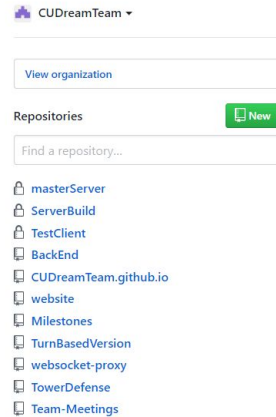
We attempted to use Trello to create a kanban board to keep track of what each person needed to accomplish for each sprint. We did not end up using the tool often and just kept track of our responsibilities on our own but the tool is definitely useful and probably should've been used more

Rating:4/5



Discord was our primary means for communication. The notification tools, ability to share screens and video chat, and the creation of individual servers and chat channels was essential for our team organization. We held all of our meetings and shared a large amount of work through our discord server.

Rating:11/10



Tools Continued



We used Digital Ocean to deploy or website. We choose digital ocean over Heroku and other hosting sites because Digital Ocean is compatible with C# which is what we programmed our game with.

Rating:5/5



We used Logic Pro X to create a simple soundtrack for the game.

Rating:5/5

Tools Continued



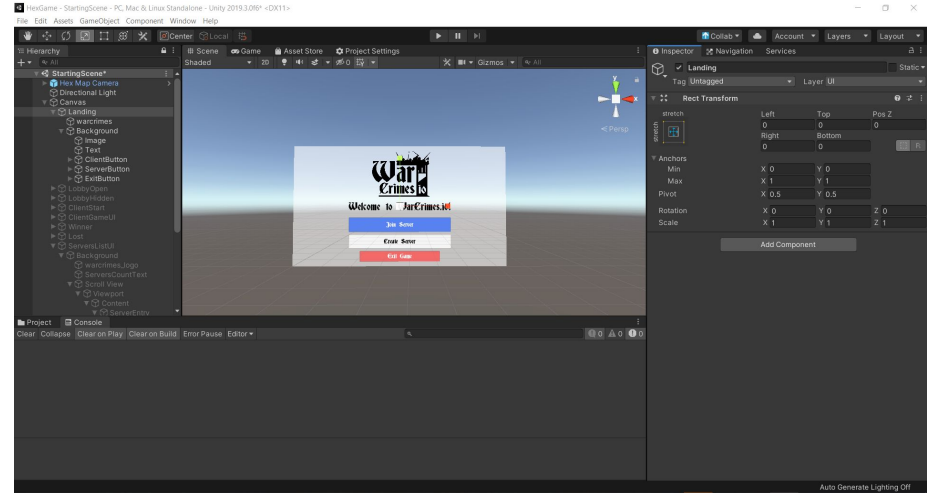
We used mongoDB as our backend database to store our leaderboard data.

Rating:5/5



Unity is a cross platform game engine that offers tools to build 2D, 3D and VR/AR applications. We used it to create the client and server versions of our game. Unity also had built in collaboration features that we were able to use to speed up development.

Rating:5/5.



Agile Methodology

- The agile process was very useful to the team because we had a variety of skills and experiences.
- During our scrum meetings, we were able to distribute tasks to each team member based on how they could be most effective in order to achieve the sprint goals.
- The flexibility of setting sprint goals also helped adjust our expectations in order to achieve an MVP in time for the project deadline.

Challenges

1. Time
2. Server limits
3. Server-Client communication
4. Limitations of Workspaces
5. Different Skill Sets and Development Experience
6. Integration of Different Ideas into the Development Process
7. The Covid-19 Pandemic

Demo

Warcrimes.io



- Our MVP is up and running on the website and we will continue to add features here as we create them after the working demo.