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Flip Flops (Team 2) Project Report

Status of Flip Flops:

Our game Flip Flops is fully functional, but it is in need of work. After a bit of work however, it could be polished enough to push it out to consumers through app stores.

Accomplishments:

- Fully functional side scroller.
- Learned about Unity, the Agile Cycle, Github, Slack, and Trello.
- Fully functional database connected to, and updating through, the game.

Outstanding Issues:

- When the main character dies, the animation death stays on a loop rather than only happening once. Also after he dies the background keeps moving and the character is still playable.
- Obstacles float slightly

Plans for the Future:

- Improve upon existing art work.
- Adding Bosses to the game.
- Reconvene after the break and decide on if we want to develop this further.