

2Sticks4Shooting



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Alan Hsueh (Product Owner)

Richard Nicholson

Nick Junius

Chaiz Tuimoloau

Patrick Mathieu

Nicholas Chase

What is 2Sticks4Shooting?

- Top down, twin-stick game
 - A fast-paced multiplayer shoot-em-up game
- Software used:
 - Unity
 - C# (MonoDevelop)
 - Photoshop (graphics)

Challenges and Accomplishments

Challenges

- Unity
- Art
- Git merging
- Libraries
- Bugs

Accomplishments

- Shipping the product
- Fully functional
 - Working movement, combat
 - Multiple weapons
 - Enemy AI
 - Randomly generated rooms
 - Excellent UI
 - Controller Support

What we Learned

Successful:

- Teamwork
- Coding standards
- Pair programming (or 2+ people)
- Test driven development

Unsuccessful:

- Multiplayer
- Git Merging (fixed)
- Overscoping design complexity

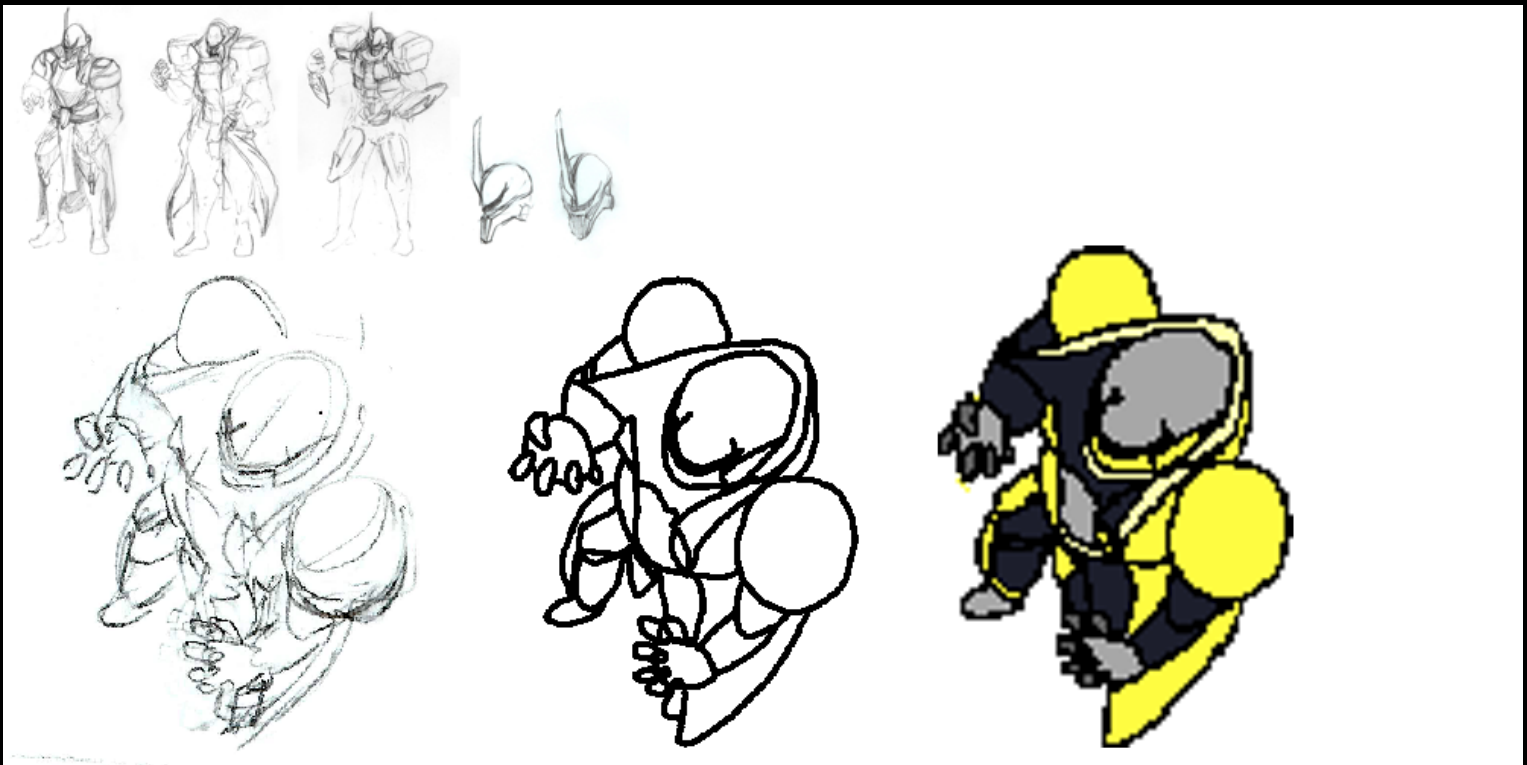
The Development Experience

What we enjoyed:

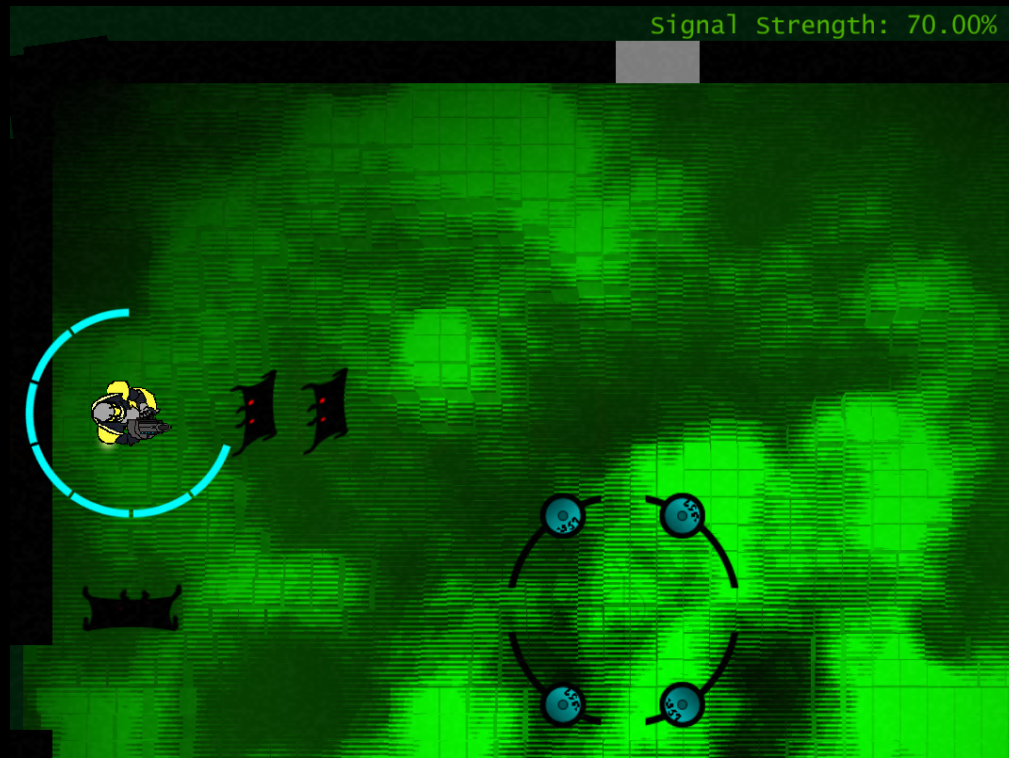
- Scrum meetings with Stan
- Planning
- Version control

Did not enjoy:

- Debugging
- Git merging issues



Design Process



Screenshot