



VG100 Project2

Group 6 : Expeditioner

Hongxiao Zheng, Yi He, Yiwei Zeng, Yuang Chen



JOINT INSTITUTE
交大密西根学院



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Company Information

CEO:

Donnell Benitez (Professor Michele Campbell)

CTO:

Ines Scott (Professor Manuel Charlemagne)

Managers:

Joe Cherry, Josie Mendoza, Kazato Shoji, Long Zhou, Mikel Leblank, Vonda Holder. (TAs/TCs)

Tech:

We learned:

- Functional Programing (ELM)
- Version Control System (Git)
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Basically, we use ELM to code. We use Git and Redmine to track our working process and implement Agile Development. We learned how to work as a team and make the most of everyone's talents.

Tech Comm:

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Concept Diagram:



ELM

We create an web 3-D game by:

- elm-3d-scene
- elm-geometry
- elm-camera
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etc.

Development Challenges:

As new developers, we know little about developing a brand new game at first. Because of this, we ran into many frustrating problems in the early stage of development, for example, different ideas of game design and inconsistency in the pace of work processes. We solve this problem by communicating, holding meetings periodically and most importantly, each member's own efforts.

UNRAVEL

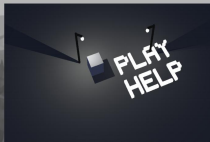
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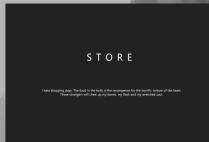
About the Game:

- Name : Unravel
- 3D game / Geometry style
- Plot related puzzles
- Delicately designed levels
- Immersive experience

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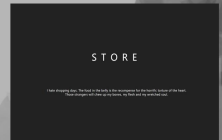
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STORE

I hate shopping days. The food in the belly is the recompense for the horrific torture of the heart.
These strangers will chew up my bones, my flesh and my wretched soul.

- elm-camera
- elm-unit

etc.

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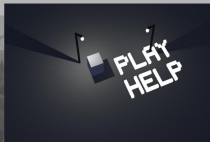
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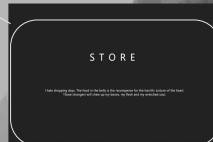
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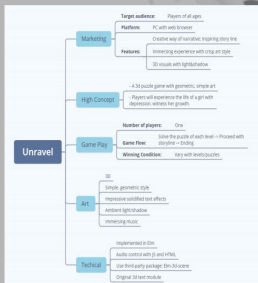


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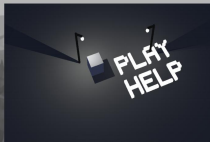
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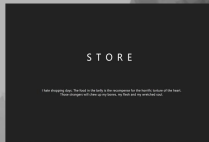
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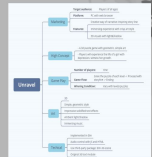
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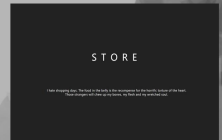
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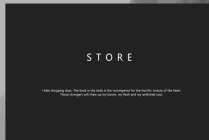
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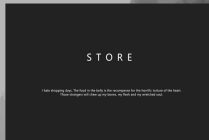
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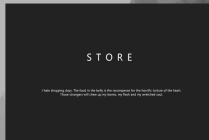
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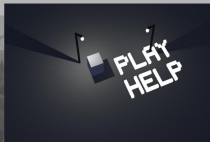
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