Dungeon Crawler v0.5

An attempt at Game Design, With Sky Johnson,
Jacob Toomey,
Stevan Maksimovic,
Jarrod Raine, and
Joe Alsko

What we wanted to make

A unique game with a challenging but engaging flow.

Brainstormed some Ideas from some of our favorite games.

Osu's Rhythm game aspects,

Binding of Isaac's Items,

Bastion's Gameplay.

Tools
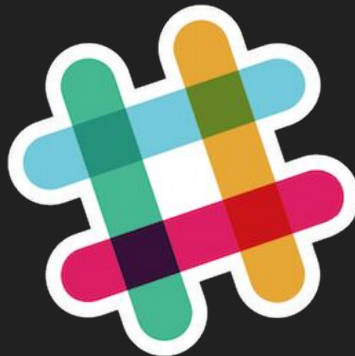
Project Tracking - Github Milestones: 3/5

Version Control - Github: 4/5

Unity, Unity Asset Store: 5/5

Testing - Unity Test Tools: 5/5

Languages - C#: 5/5

Communication - Slack: 5/5

Where were we successful?

- Using branches to work on different aspects of the game simultaneously
- Working with and extending each other's code to our needs
- Helping team members that were new to Unity or C#
- Translating our ideas into the actual game

Methodologies

- We used mostly iterfall methodology
- Games don't usually require constant updating
- Sometimes we needed to adapt to certain circumstances
  - Missing our own deadlines
  - Adjusting to everyone's skill level
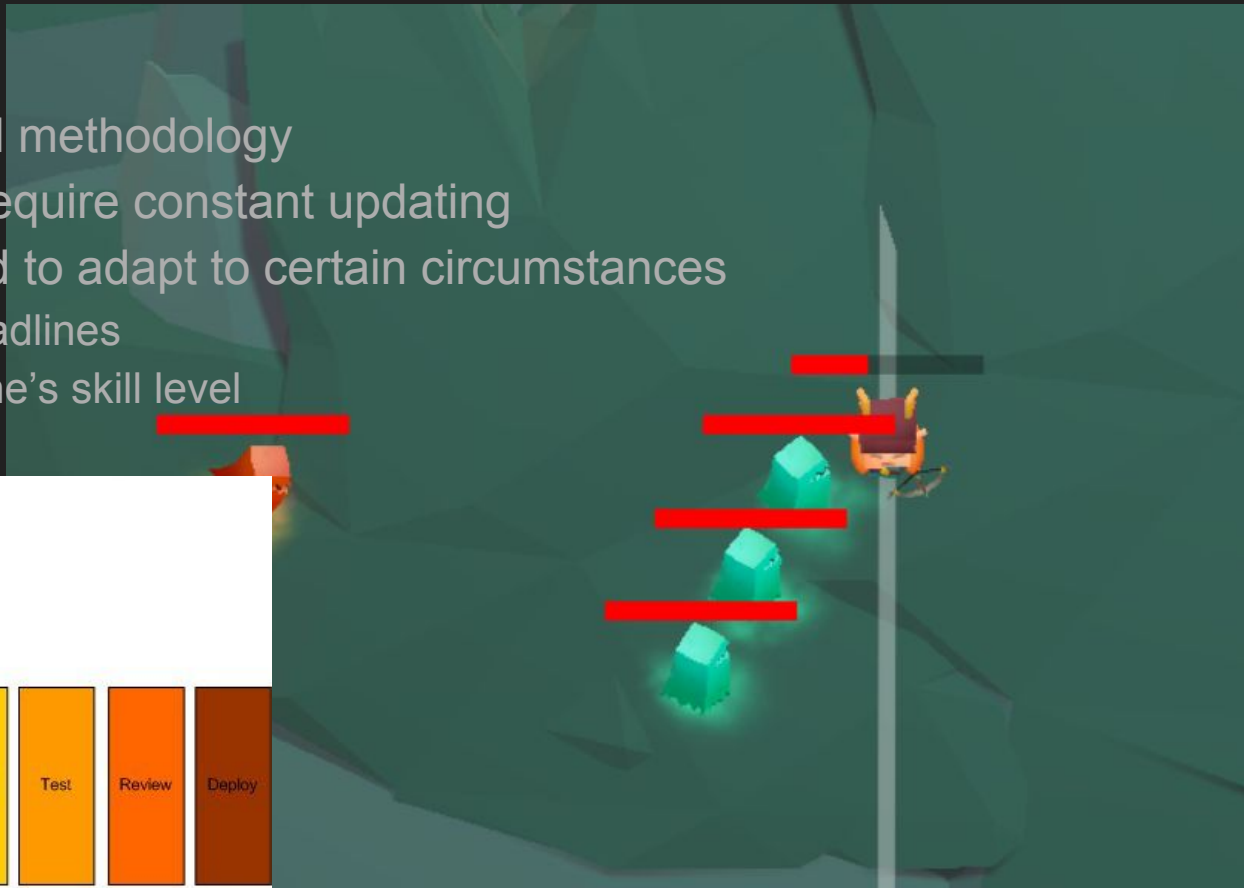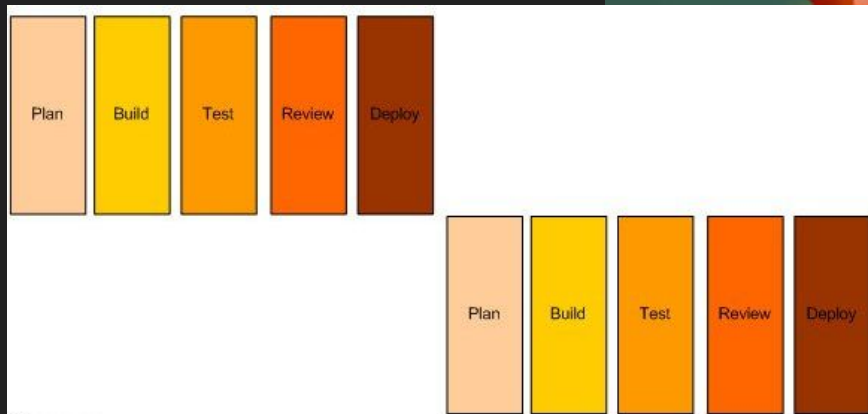
What we learned

- How to use Git
- How to use GitHub Branches properly
- How GameObjects interact and work
- How to connect UI elements with GameObjects and Scenes
- How to create Prefabs as well as instantiate them as GameObjects
- How Controller Scripts work and how they affect different elements
- How Unity handles Collision and how to properly implement it
- How to implement AI

Things we fell short on

Could've been more communicative.

- Agile-style development was hard to keep up with.

- Often fell into swings of development.

More design iterations

- Some decisions were arguably not the most ideal.

Contributions

Sky

- Git management
- Assets

Joe

- UI Menus
- Health/damage system
- Items

Jacob

- Base Osu Mechanic
- Miscellaneous

Stevan

- Enemy Behavior and Spawning
- Testing

Jarrod

- UI Elements
- Collision
- Player Movement
- Health Mechanics

Demo!!