



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

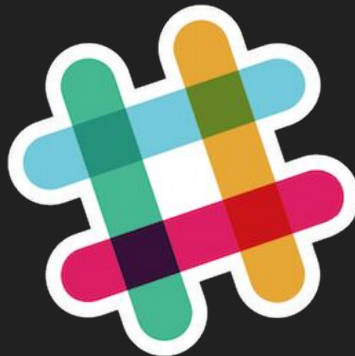
Version Control - Github: 4/5

Unity, Unity Asset Store: 5/5

Testing - Unity Test Tools: 5/5

Languages - C#: 5/5

Communication - Slack: 5/5



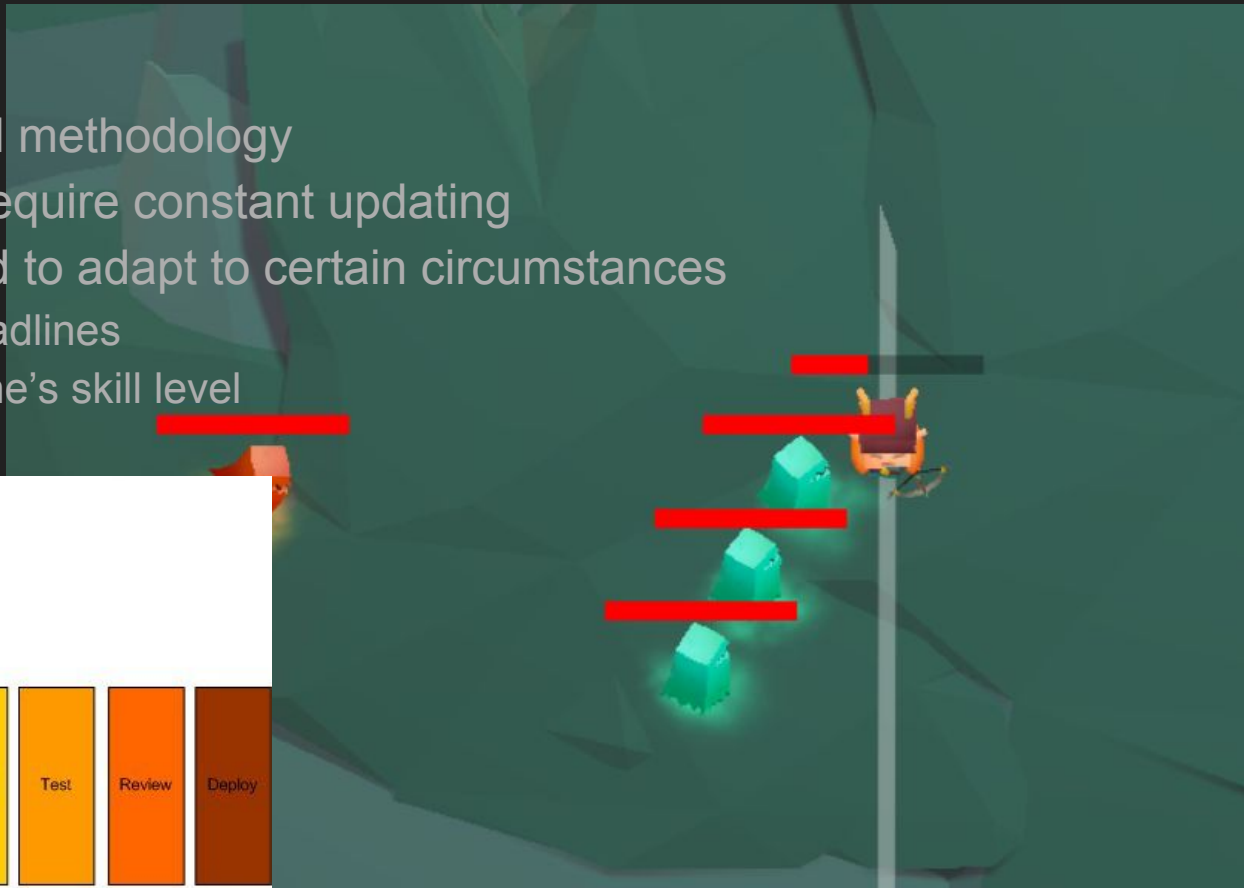
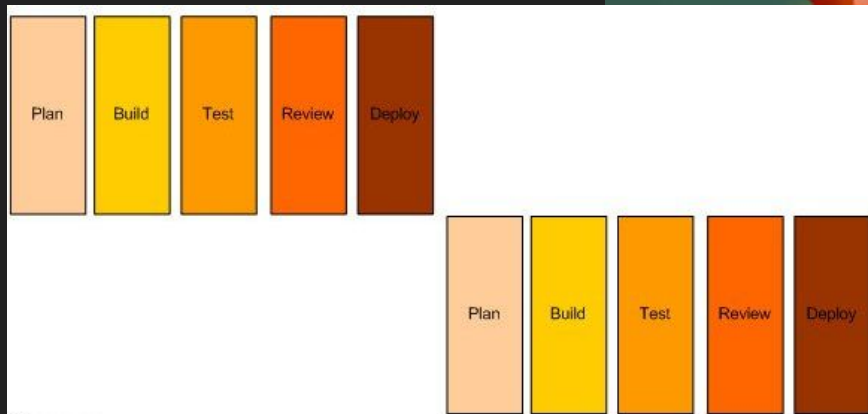
Where were we successful?

- 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

All branches				
master	Updated 5 minutes ago by JAlsko	Default		Change default branch
UIChanges	Updated 4 hours ago by JAlsko	1 0	#32	Merged
Joe_FinalChanges	Updated a day ago by JAlsko	7 0	#30	Merged
CollisionAndHealth	Updated a day ago by CodingSheep	11 0	#31	Merged
ItemUpdates	Updated 2 days ago by JAlsko	17 0	#29	Merged
IllogicallyValid	Updated 4 days ago by CodingSheep	27 3	#26	Closed
MoreAssets	Updated 4 days ago by nullmage	56 1		New pull request
basic_enemy	Updated 4 days ago by jcbtmy	37 0	#23	Merged
ArrowWork	Updated 5 days ago by JAlsko	52 0	#22	Merged
Joe_ArrowWork	Updated 5 days ago by JAlsko	55 4		New pull request
meshed_map	Updated 9 days ago by JAlsko	72 0	#19	Merged
Joe_OsuTest	Updated 12 days ago by jcbtmy	117 4		New pull request
unit_testing	Updated 28 days ago by stevmak	117 2		New pull request
FancySpagetti	Updated 28 days ago by CodingShee...	131 1		New pull request
OsuUpdates	Updated 29 days ago by JAlsko	144 5		New pull request
FinishedOsuCircle	Updated 3 months ago by nullmage	164 0		New pull request

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

Jarrold

- UI Elements
- Collision
- Player Movement
- Health Mechanics

Demo!!

