

James Schuchardt

I worked on the base implementation of the unity project and the base camera and player controllers during the beginning of the semester. I also aided Brandon in creating the map generation system. I then focused on mainly art and some tracking down of various bugs as we added networking into the project. For the art I created four separate characters, the Sasquatch, the textures for the grass and wall, the UI art, and the object sprites (trees, bushes, ore, metal, sticks, etc).

In the first sprint, I was in charge of creating character movement controllers and camera controllers. I also had a hand in helping create the base map generation for our 3D environment. I was able to accomplish these goals during the sprint.

The second sprint I spent a lot of time with Brandon fixing errors in the map generation code such as fixing alcoves and other problems we were having and fixing some lighting issues we were having.

During the third sprint my focus mainly moved into the art side of things. During this sprint I took time to learn blender and began making lots of pixel art for our game. I ended up creating four custom characters, quite a few of the objects we needed, and the UI.

Finally, on our fourth sprint I was able to finish all of the art pieces we needed with the sasquatch, the objects, and several textures. I began fixing some bugs that were occurring in some of our systems to aid in reaching our goals. During this sprint I also helped direct us into our final stage of the game to make sure we reached final and achievable goals.