

“Life As We Know It”

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Tools and Methodologies:

- *Unity: Game Engine - 5
- *Visual Studio: Coding IDE - 5
- *Android: Planned Deployment
- *Mac/PC: Testing Deployment
- *GitHub: Repository/Database - 4
- *Trello: Progress Tracking - 3
- *Agile:
 - *Scrum meetings
 - *Sprints



Challenges:

- * Scheduling

- * Having a time for everyone to meet
 - * Tuesdays and Fridays

- * Troubleshooting

- * Moving data from multiple computers became a challenge once the repository became sufficiently large.
 - * Used a flash drive

- * Compatible Scripting

- * Master Copy

Demo!

To do:

- * Finish implementing all planned mechanics.
 - * Physical movement
 - * Multiplayer
 - * Battle system
- * Tweak code.
- * Adapt to Android.
- * Release/deploy an alpha build.