Jump and Launch

Jonathan(Current Leader), Anh, Logan

Finished Features

- Unity Game
  - Added game mode selector
  - "Finished" game mode 2
  - Started on game mode 1
  - Started working on game mode 3
- Website
  - Updated Unity Game to match the current build

Hosting methods

Most reliable and quickest: got to https://byuntaeyeon02.itch.io/jal
Building Website

- ○ Download VS Code and open the project inside the previously selected folder
- ○ cd into dev/JALWebsite
- ○ Install dependencies like Flask and Python if you don't have it on your machine
- ○ cd into /server and run the server by typing
  - ■ python app.py
- ○ cd into /client and run
  - ■ Install node.js
  - ■ npm install (install npm on machine)
  - ■ npm run build (to check and make sure there's no error with the svelte code)
  - ■ npm run dev (to see the website)
    - ● Once this is run it will give you a local host link, paste and enter that link into the internet browser

Partner Teams

GeoUnity (Last Last week) & XMarksTheSpot (Current week)

Installation of Project: "Website runs, just a bit empty."   - GeoUnity

Feedback From Partner Team

- GeoUnity
  - Could there be a puzzle competition mode?
    - Game mode 1 (Platformer)
    - Game mode 2 (Pong)
  - Maybe some collaboration modes (Fire boy vs water girl)
    - Game mode 3 (kinda)
  - Could you earn "themes"? Maybe different color schemes, overlays on the map
    - Maybe, depending on how much time we have left

Fixed Issues

- Unity Game
  - Level selector not selecting correct level
  - Pong game goes on forever
- Website
  - N/A

DEMO: https://localhost:8080