

Jump and Launch

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Building Project From Scratch

- Cloning GitHub project to computer (Using cmd):
 - cd into the desired folder
 - git clone <https://github.com/Eometheous/Web-Platforming-Game.git>
- 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

Building Project From Scratch p2

- Building Unity Game

- (Option 1) Building in Unity

- Have Unity installed
 - Open Unity and open the game by navigating and selecting the dev/Unity folder
 - Inside of Unity
 - Open assets/scenes/Basic Level
 - Press the play button up the top of the window
 - Current scene: you should see a basic platformer level with two characters
 - Move player1 using WASD and player2 using arrow keys

- (Option 2) Just playing on Itch.io

- This option is for if you just want to play the game quickly (works on most browsers)
 - Go to this link:
 - <https://byuntaeyeon02.itch.io/jal>
 - Password is 123123

Landing Page (WIP)

Jump and Launch

◀ Start Game ▶

Tutorial

Settings



Finished Features

- Unity Game
 - Added basic power-ups
 - One level with a set of platforms
 - Movement and collision
 - Character customization
 - Main menu
 - Tutorial

Partner Teams

GeoUnity (Last last week) & XMarksTheSpot (Last - Current week):

Installation of Project: “I was able to build the website and everything ran smoothly, i only had to install flask_cors for the backend stuff i also managed to build the game in unity and everything seemed fine.” - XMarksTheSpot

Feedback From Other Teams

- GeoUnity

- Need a timer indicator
 - Maybe there could be another mode for who can reach the a certain score first
- The screen could be made more reactive
 - If a powerup is collected, there could be a specific indication/banner what it was/which player collected it
- Small players/avatars: need maybe an easier way to distinguish where each player is
 - Maybe there could be some streak lines with distinctive colors/attributes
- Will there be larger levels?

- XMarksTheSpot

- Maybe consider sprites being different colors
- Maybe consider making different parts of the game (visually) more distinguishable
 - e.g. red platforms, yellow for the health + bonus icons, sprites have different colors
 - Would make it more accessible/detailed

Fixed Issues

- Unity Game
 - Gameplay: Movement (WASD to WASD and Action key (Space/Enter))
 - Customizing character: Character not saving when moving to a new page
 - Title Screen: Not being able to navigate to pages
- Website
 - Not being able to fetch data from the backend
 - Navbar not being able to route to other pages

DEMO (Itch.io): <https://byuntaeyeon02.itch.io/jal>