# Closing Kit

## **COVER**

A fish on a hook

Description automatically generated

## **TAFF LEGEND**

Document version number 1

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**Closing Kit Outline**

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**API Versions** – Unity 2022.3.9f1 and obsidian 1.4.16

**Release Version** — A running version of the game is in the “Build” folder double click on “Taff-Legend.exe”

**Instructions** — launch the game, select play, configure your settings, press start then use space bar to hook on the fish.

**Repository** — https://github.com/FelixBuisson/Taff-Legend.git

**Credits**

* Leo: creation of ‘Menu’ scene
* Felix: creation of fishing and selection menu scenes, tdd
* Ademola: closing kit, all assets used in demo.

**Other IP** — the fishing rods are ip of Minecraft Mojang

**Issue List**

The hook (green square on the demo) supposed to scale within the statistics “Hook Size”, however the way we made doesn’t fit well, so we remove this feature. But if you increase the “Hook Size”, you can catch the fish even if he doesn’t in the green zone.

Another problem: when you succeed or fail to catch the fish, you’re back to the “Selection Menu” scene. You can change the statistic as well, pick another fish, hook, rode, change the weather and the daytime. However, you can’t go fish again, the button doesn’t work after the first try. You must reload the game.