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Sprint Report #1

Team Fam’s goal for the first Sprint was to have a complete single player version of Doodle Jump created. We wanted to have the jump mechanic and platform generation finished as well as having a score implemented based on the distance a player reaches from the starting point. We were able to produce a working prototype of the single player game with most of the features we wanted to implement. A player is able to navigate platforms to jump higher and higher and dies if they fall behind the camera. Platforms are generated up to the square of the half screen height and continue to generate as the player ascends. We also included a custom sprite for our player.

The major difficulty for this sprint was that we had to develop our single player game ourselves rather than pull source code as we chose to implement our own game. We used the mobile game Doodle Jump as reference to model behaviors in our own game such as how the camera reacted and how platforms were placed in the game.

Our goal is to complete the single player version of the game to include UI elements such as a menu and player score. Ultimately we would like to add further aesthetic elements such as more original art and sound as well. The mechanics of the game are relatively simple and we expect that the bulk of the workload will come from translating our single player version to a multi-player version. We plan to learn about Unity’s transport layer API and begin developing a Client-Server model where one of the clients is also the host/server.