Team Fam’s goal for the second Sprint was to have a working database set-up to implement a login and persistence of user information. For our version of Doodle Jump, we need to store login information (username and password) as well as a player’s high score. Currently a player’s score is determined by the maximum height they have achieved in a game session. We also implemented multiple types of platforms: moving platform, boost platform, pulsing platform, and a blocking platform that generates with increasing frequency as the game progresses to add difficulty and exciting gameplay. Team Fam wanted to start working with the Transport Layer API for Unity as well but were unable to accomplish that for this Sprint.

The major difficulty for this sprint was getting a database up and running. We built a mySQL database and at first attempted to host it using free SQL hosting online. Some roadblocks in getting a functional database included properly connecting and creating users. Another minor setback occurred when we tried to host a database with AWS. At first we were unable to connect to a database on campus and were concerned it was an issue with AWS but resolved the issue after realizing that the source IP was locked to a member’s house rather than be accessible from anywhere.

For the next Sprint we want to work with the Transport Layer API in Unity to have a working 2 player game! Some considerations we need to make for the next Sprint involve how we want our game to be played. Currently there is only one win condition and this may not provide interesting enough gameplay. We have thought about switching our game mode to be a race to a certain score between players rather than try and kill a player by moving the camera past them. The main factor in this decision was that if a player hits a boost block they will rapidly move the camera up to follow them which devolves the game into a race to “who can hit a boost block first”.