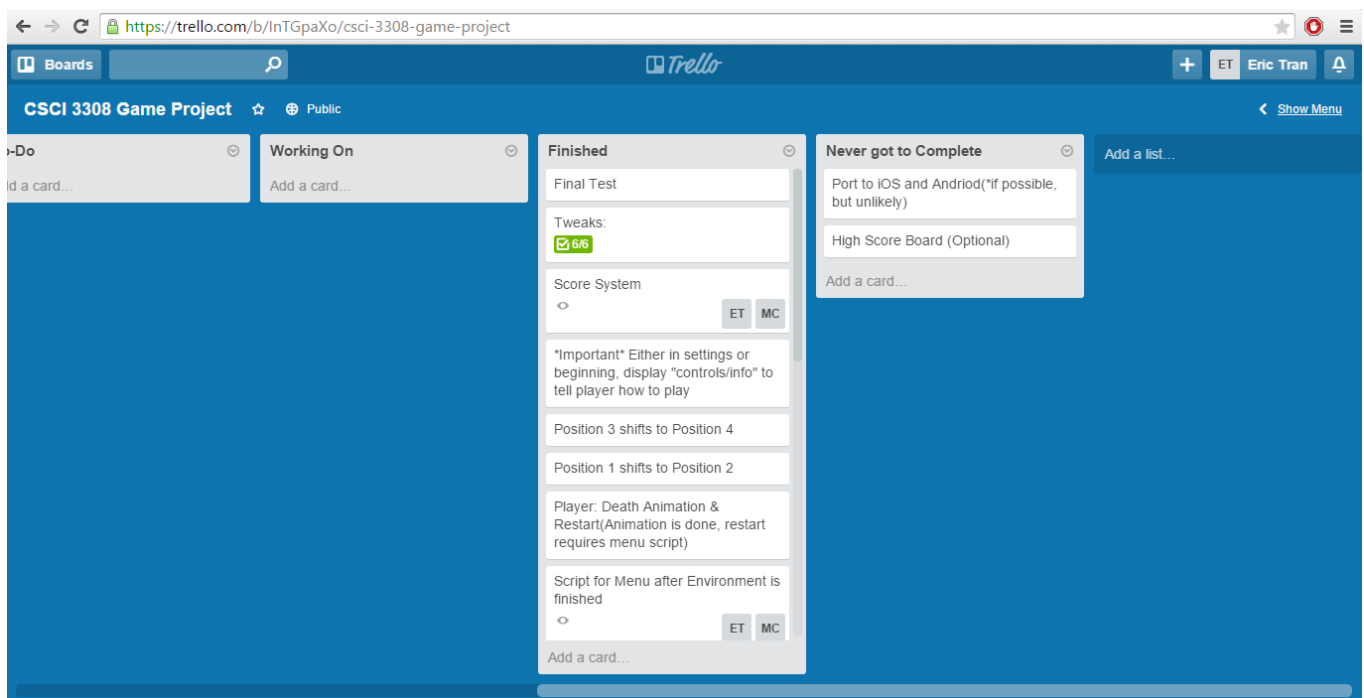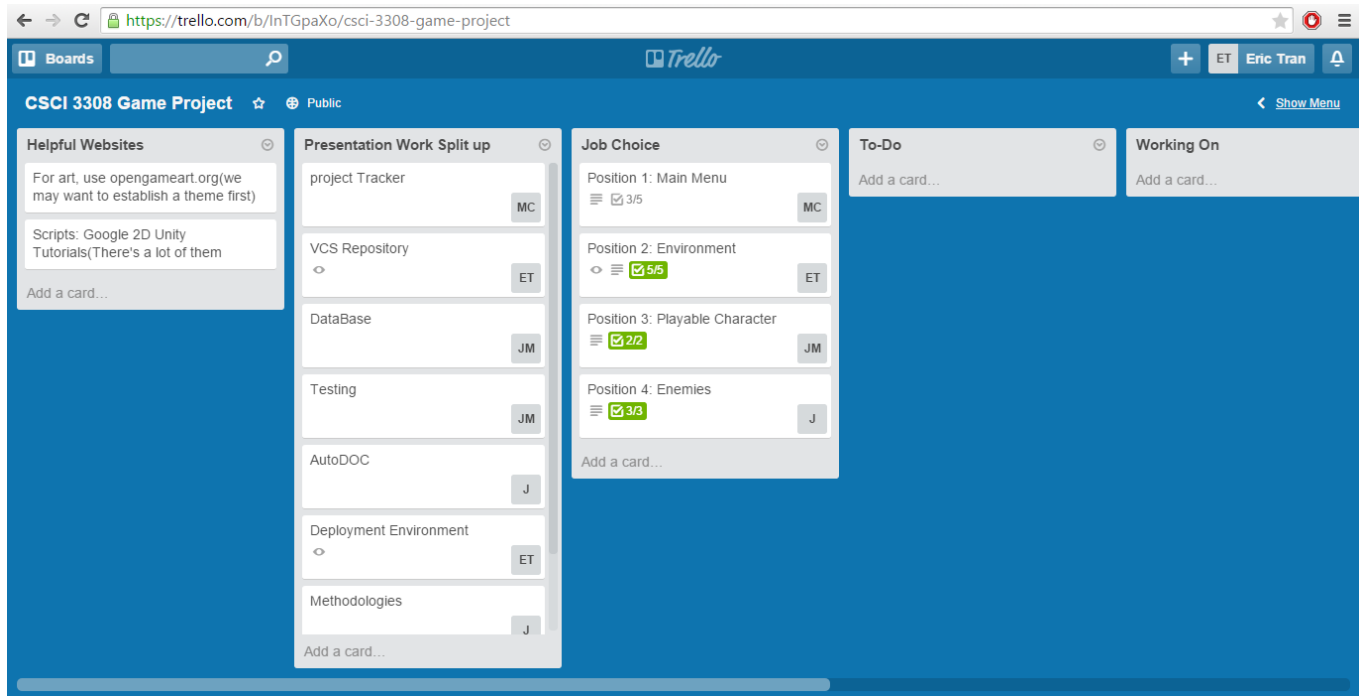**Title:** Unity Platformer

Who: Jonathan Mai, Eric Thuc Tran, Michael Chung, Justin Tang

Methodologies: Agile, Pair Programming

Project Tracker: https://trello.com/b/InTGpaXo/csci-3308-game-project

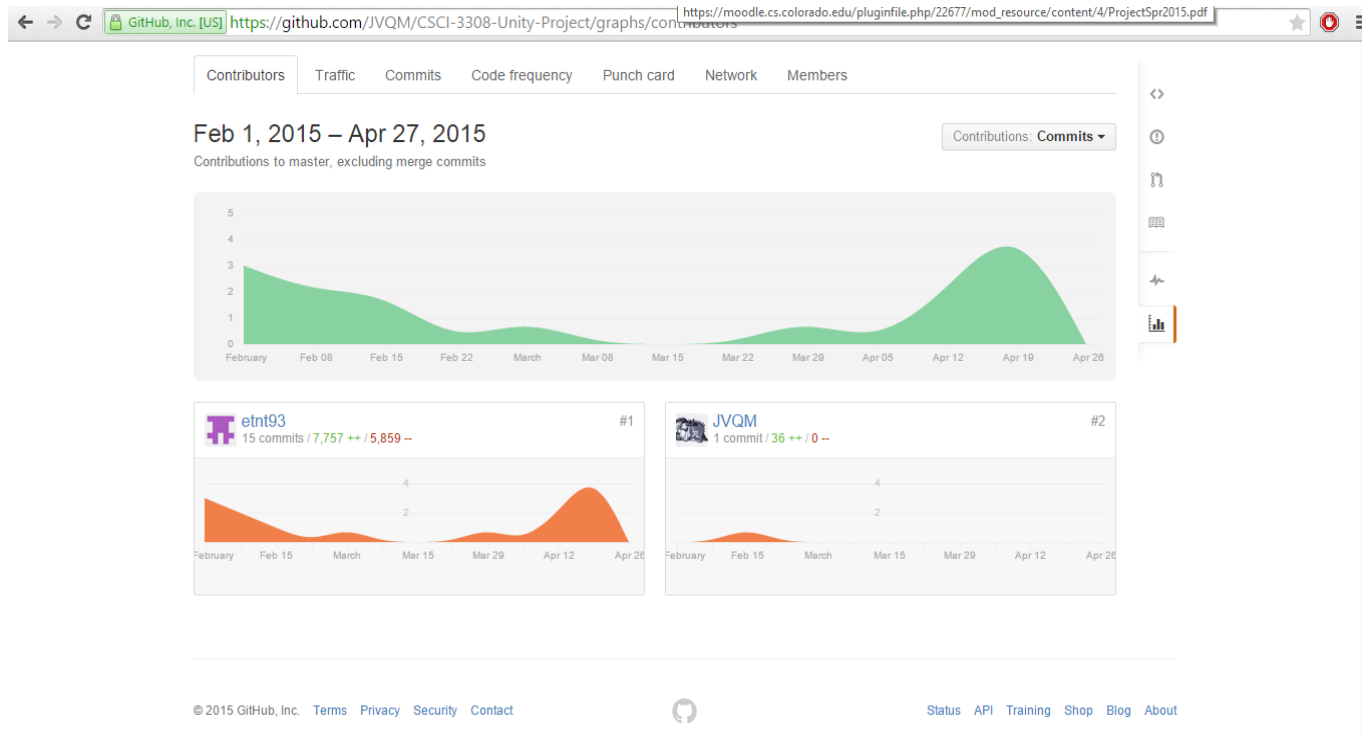**Project Plan:**

VCS: https://github.com/JVQM/CSCI-3308-Unity-Project

VCS Screenshot:

***We ran into an issue with Github not tracking out commits, caused by committing on the VM while not being logged into Github. This allowed someone to commit, but the commits were not tracked under the person's username and instead their full name. ex: 1 out of 18 of Jonathan Mai's commits were recorded under his username, while the rest were recorded under "John Mai." Thus, this graph is not reflective of actual commits to the repository, as it only shows username commits. To see actual commits, please go to: https://github.com/JVQM/CSCI-3308-Unity-Project/commits/master

Deployment:

https://build.cloud.unity3d.com/distro/install?id=WJScIcjkye

Run the game in 1280x720

***This link does not seem to work in Chrome for some reason. The project has been known to deploy successfully in Internet Explorer and Firefox. Safari has not been attempted yet.

Project Proposal and Complete Project Differences:

- Did not make game compatible with mobile devices.
- Did not make more than one difficulty.
- Did not include a high score board.