

Title: Unity Platformer

Vision statement: “To make a game that uses ideals from old-school platformers, while making it as playable and addicting as today’s mobile app games.”

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

Auto-documenter: Doxygen

Link to Source code documented as a pdf file in your VCS:

<https://github.com/JVQM/CSCI-3308-Unity-Project/blob/master/Assets/refman.pdf>

Link to Source code documented as an HTML site in your VCS:

<https://github.com/JVQM/CSCI-3308-Unity-Project/blob/master/Assets/index.html>