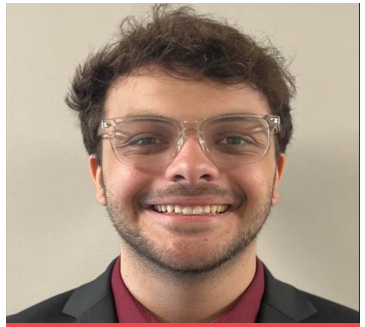
CME QUEST ADVENTURES

Iteration 5

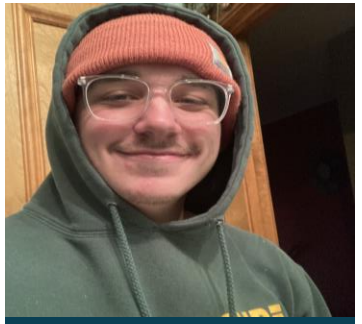
THE TEAM

Micah Harker

Ethan Hooper

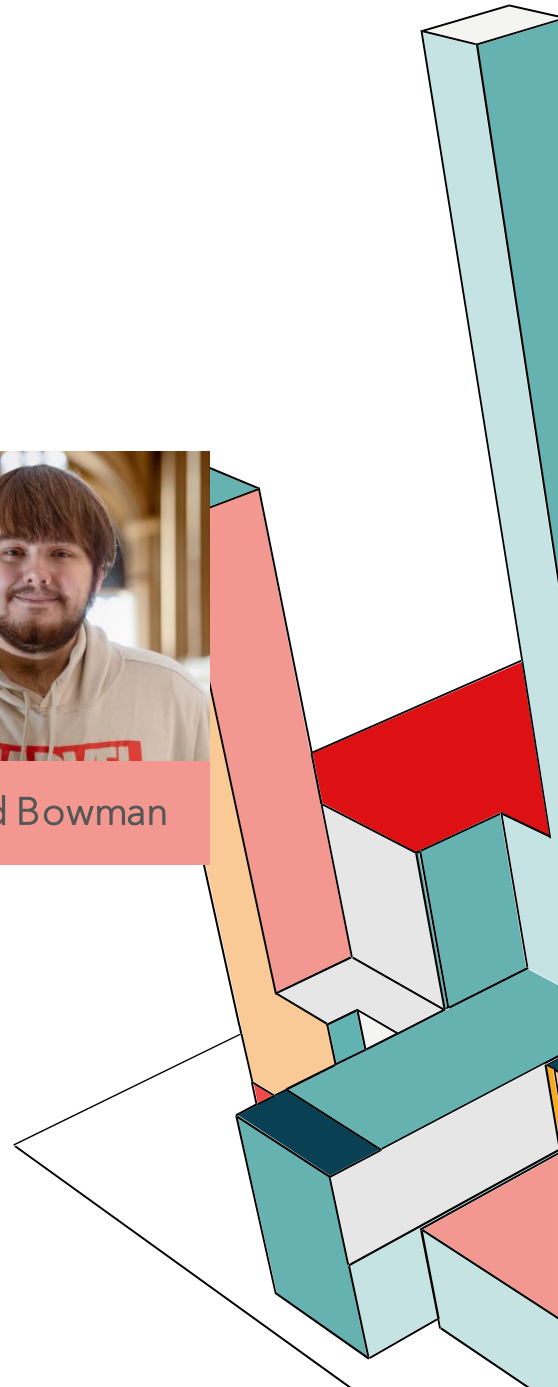


Jack Carthew

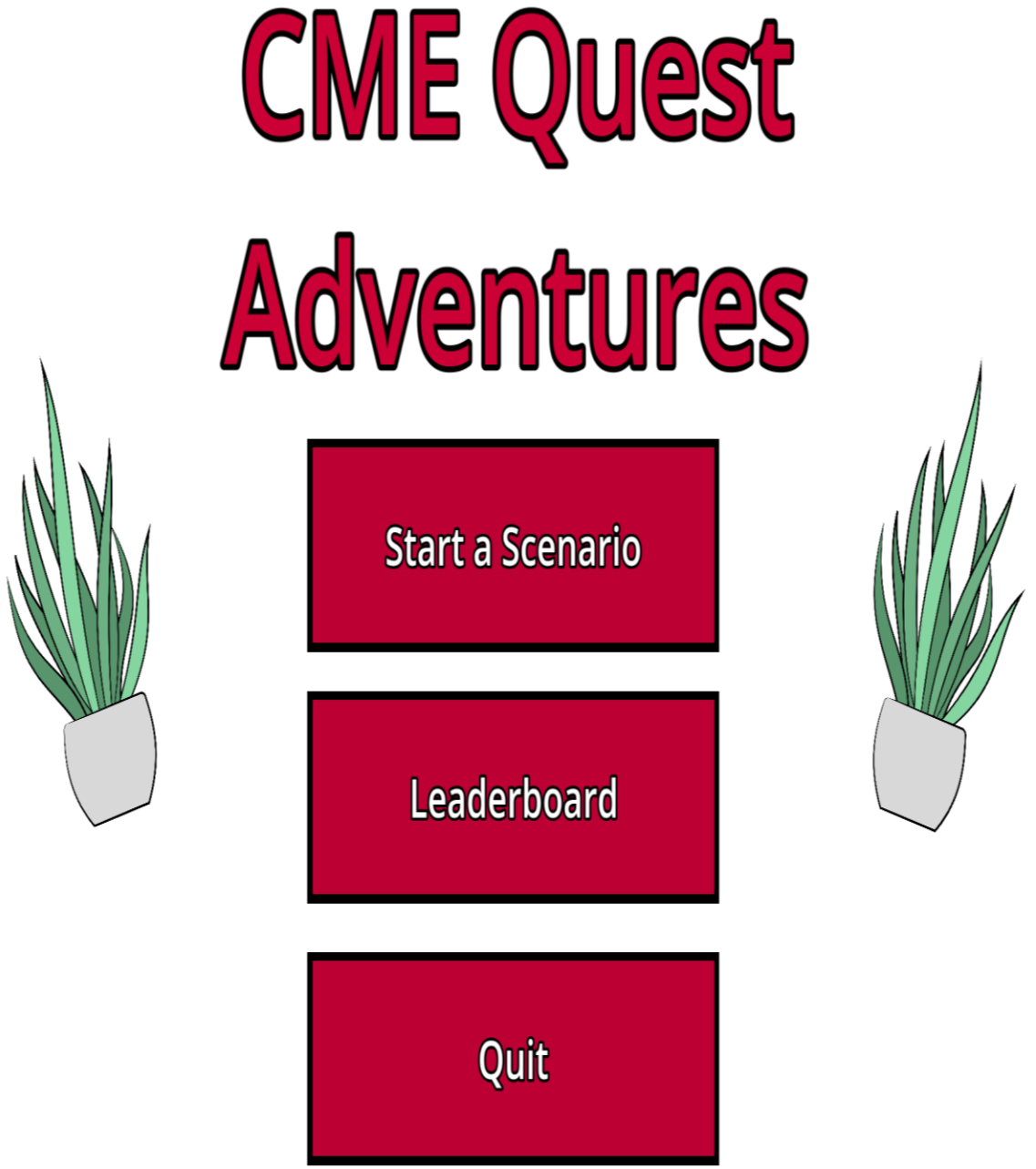


Justyn Fox

Jared Bowman



SOFTWARE



CME

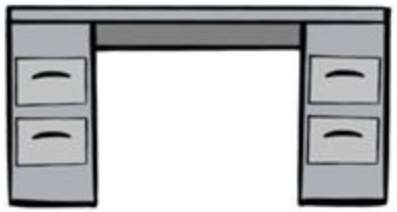
How to Accredit

ACCME

CME for Dummies

CME QUEST ADVENTURES

Run game



A 2D escape room that involves using skills related to the field of Continuing Medical Education. Created by Ball State University Computer Science students in collaboration with Stanford CME.

More information

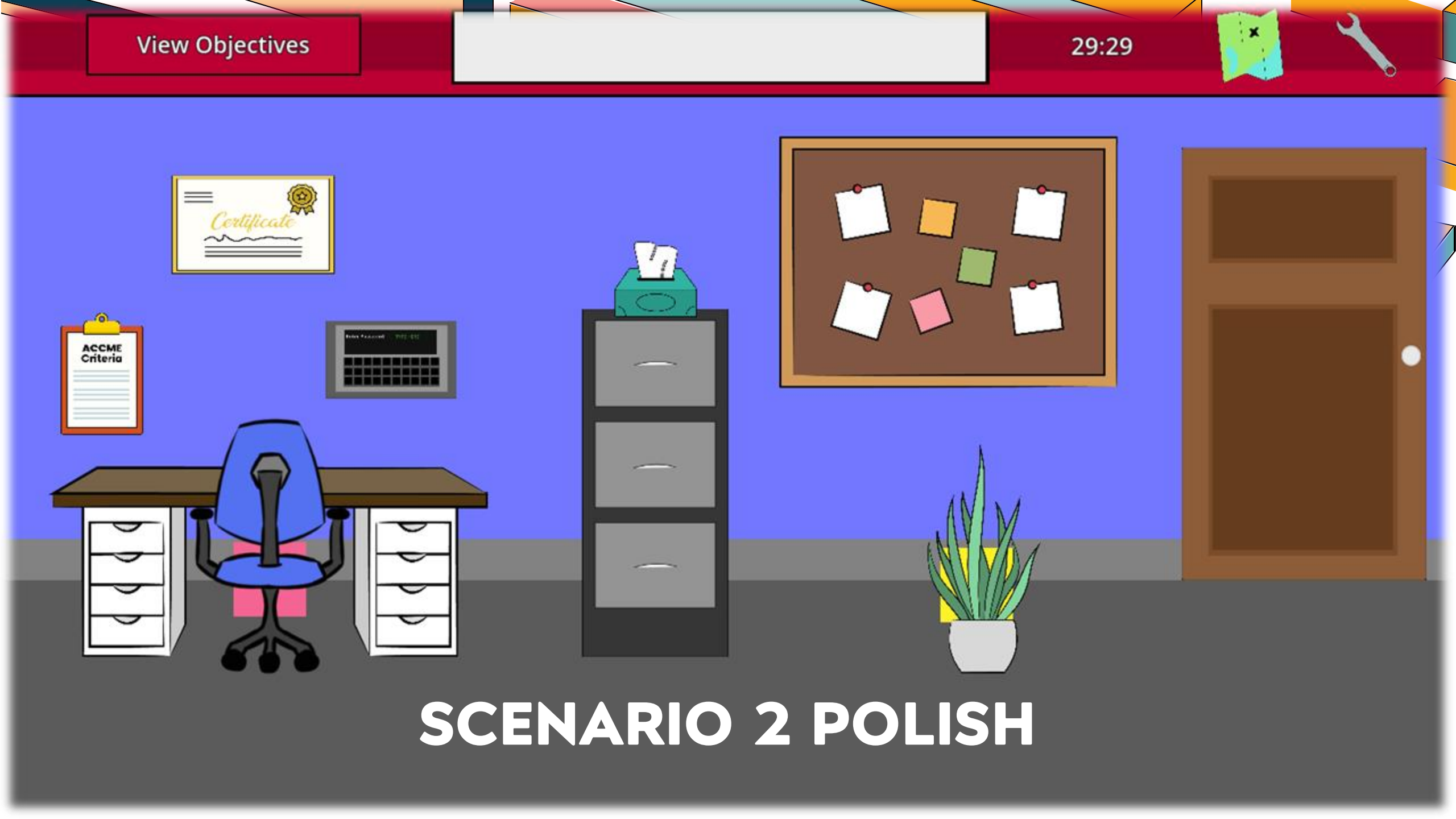
ITCH.IO

CME

How to Accredit

ACCME

CME for Dummies

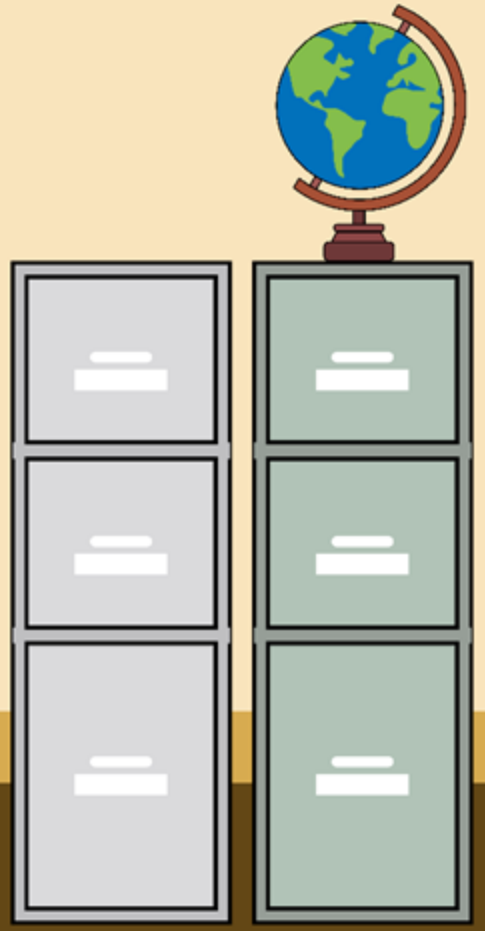


SCENARIO 2 POLISH

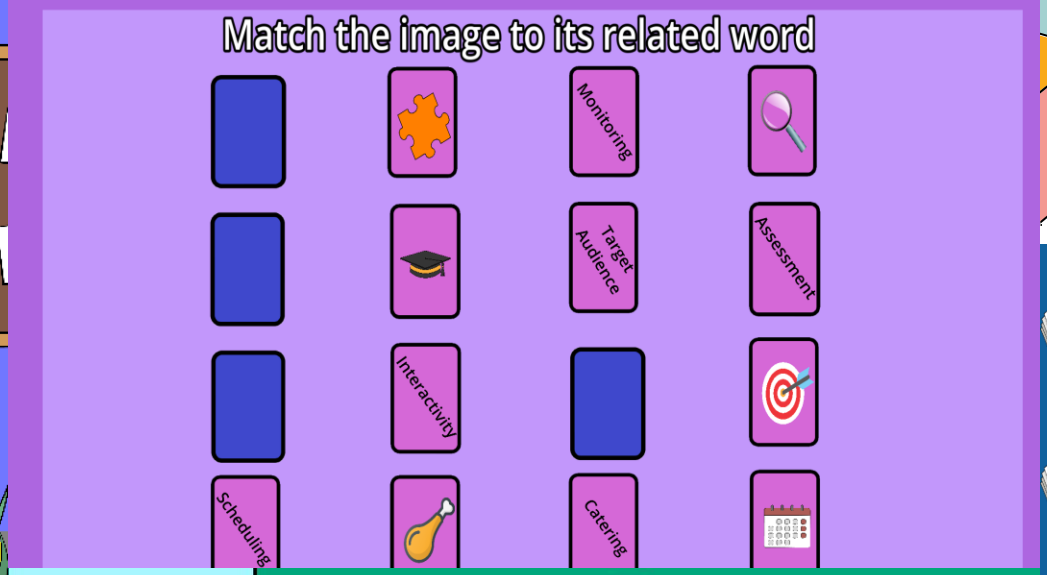
View Objectives

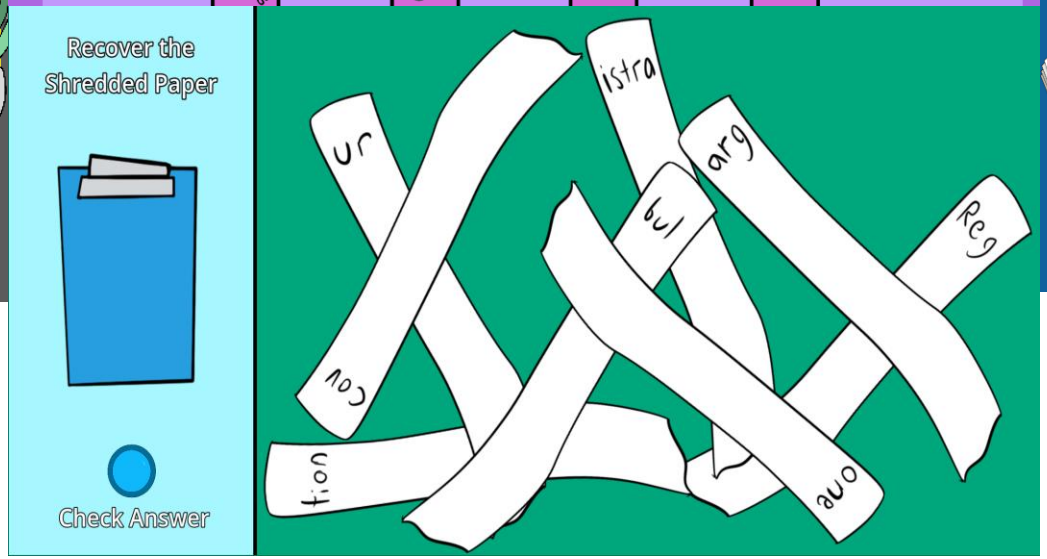
29:47

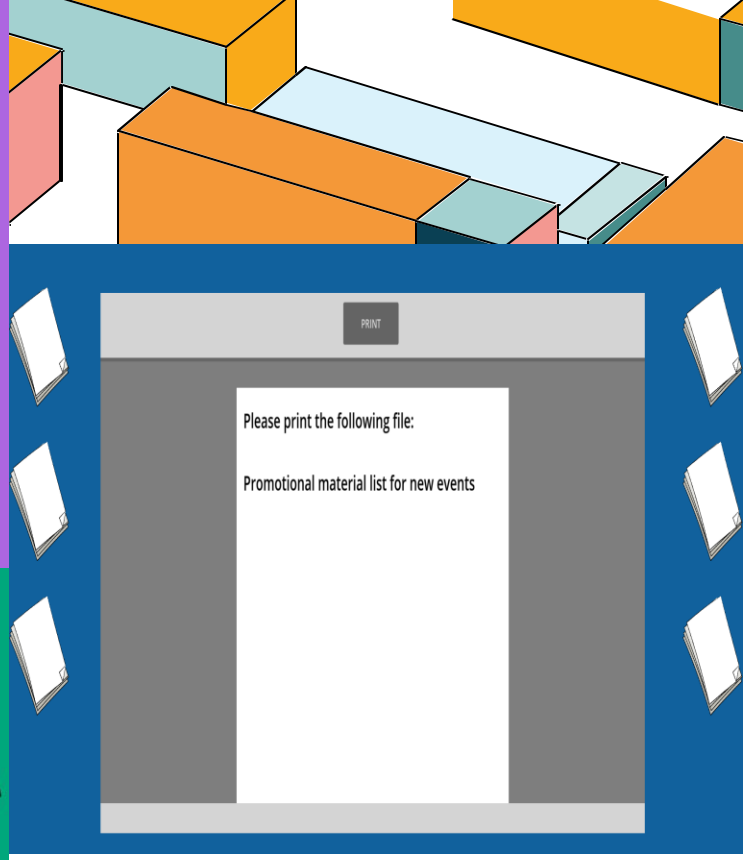
2



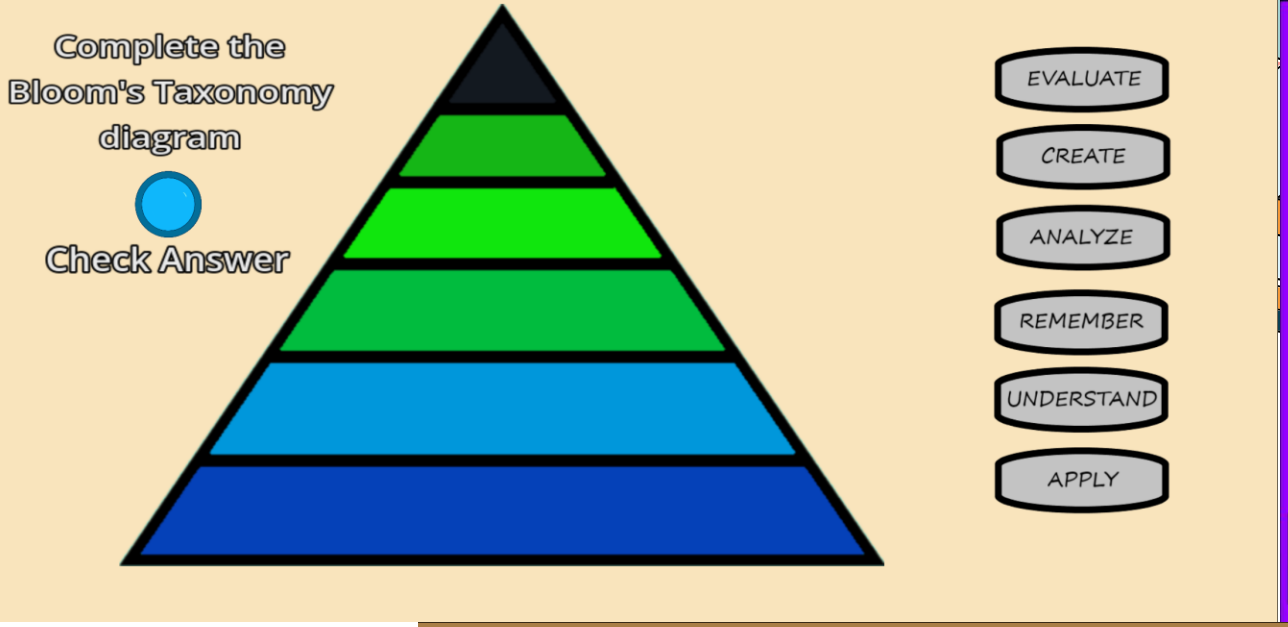
SCENARIO 2 POLISH

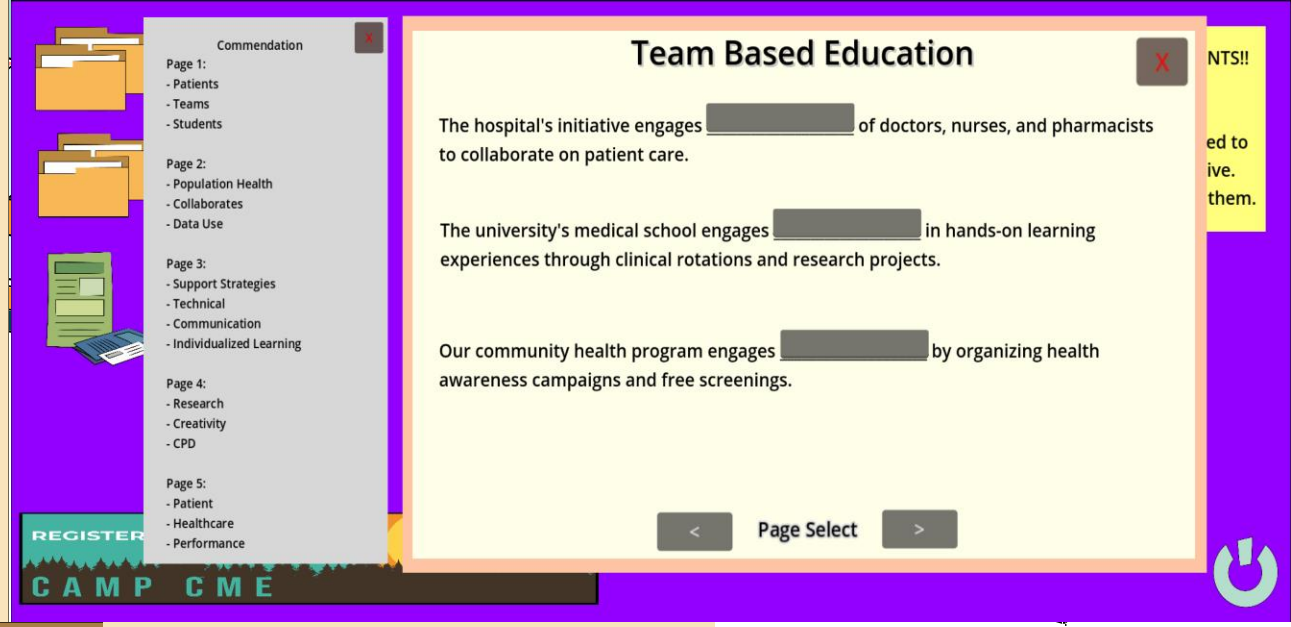


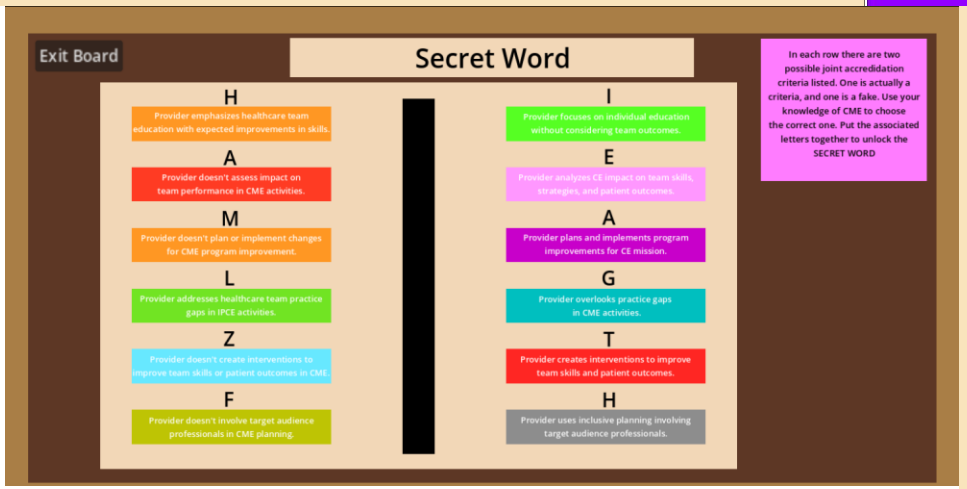




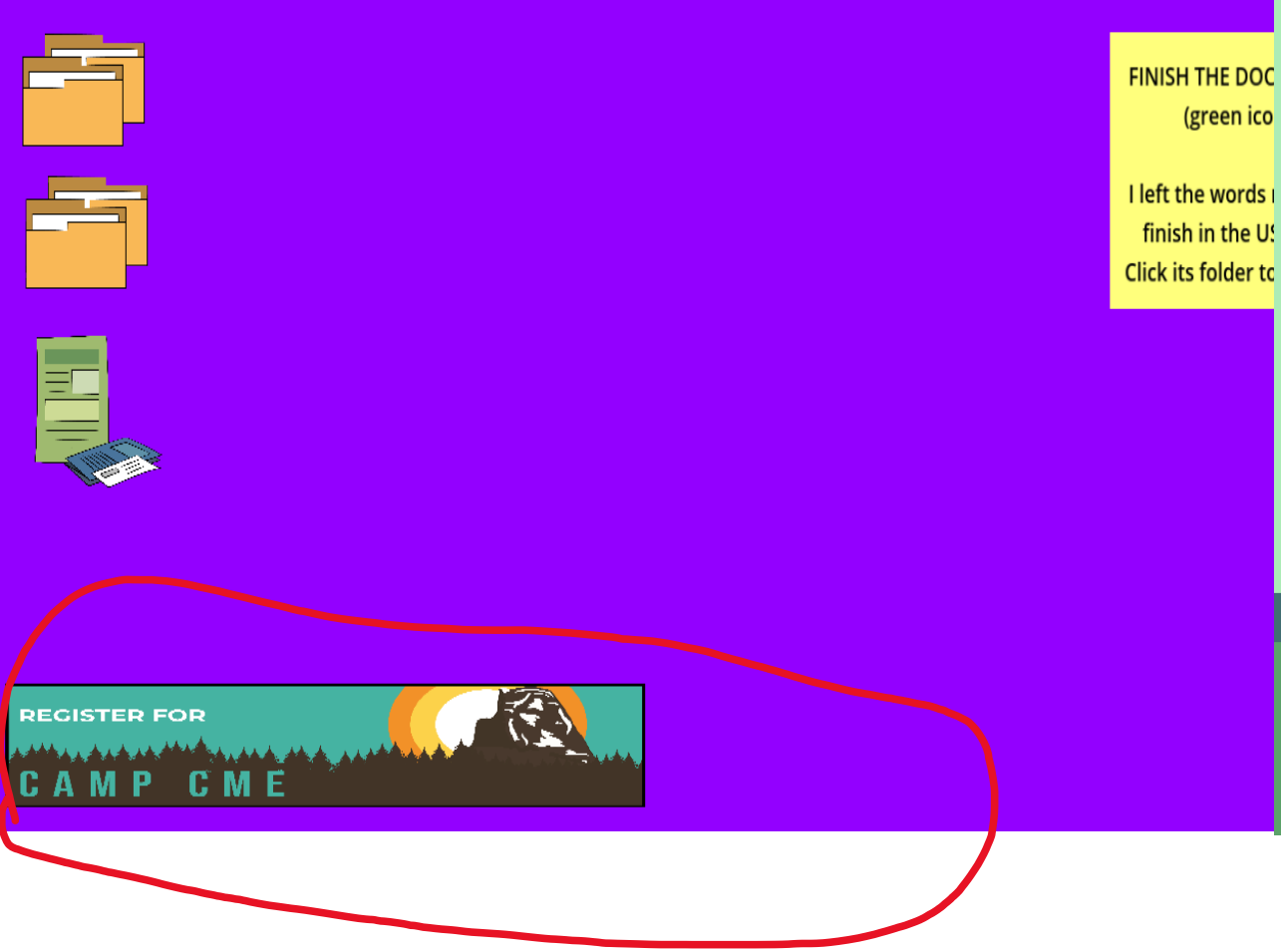
POLISHED MINIGAMES







NEW MINIGAMES


FINISH THE DOC
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I left the words
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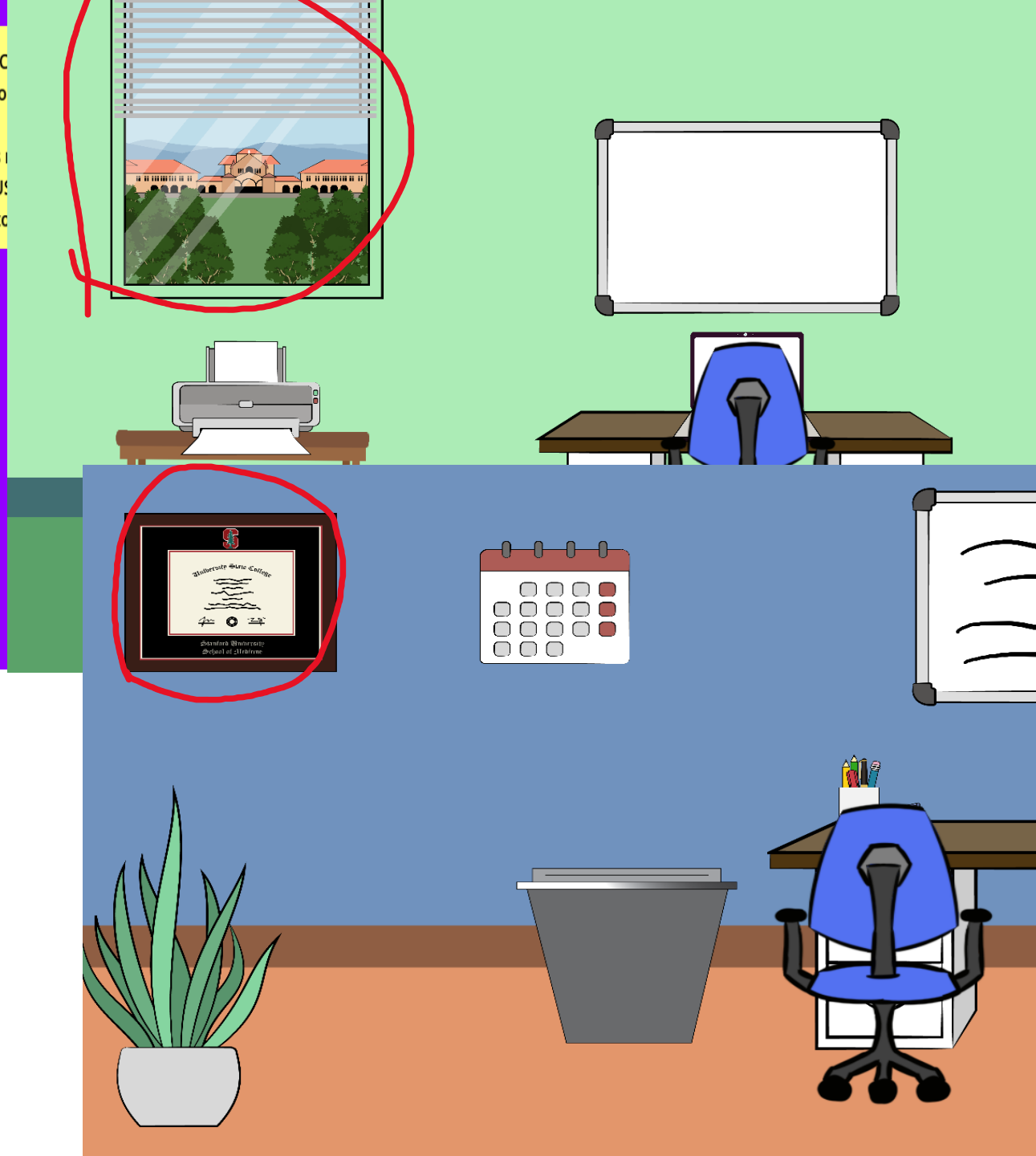
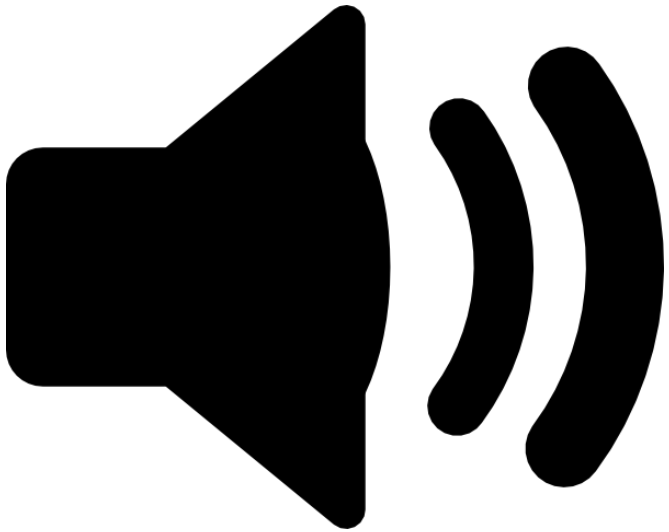
Click its folder to
REGISTER FOR
CAMP CME



EASTER EGGS



MUSIC + SFX

scores

Add document

1qgHIcRN1yYlAZZZhsOZ
3e_1
GOKU_1
Micah_1
asd_1
asd_2
e_1
e_2
e_3
e_4
e_5
e_6
e_7
goku_1
hello_1
hello_2
hello_3
hello_4
helloagIn_1
hi_1
hi_2
hi_3
hi_4
hi_5
hi_6
hi_7
hi_8

Micah_1

Start collection

Add field

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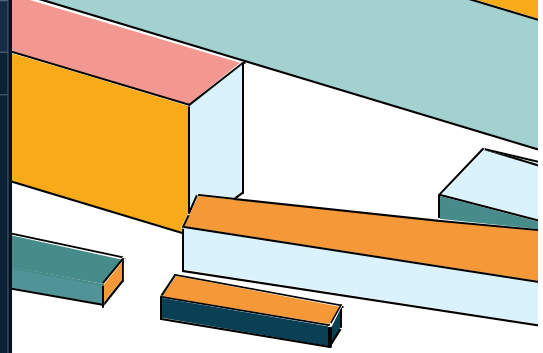
finished: 1
scenario: 1
time: "26:48"
username: "Micah"
```



Leaderboard

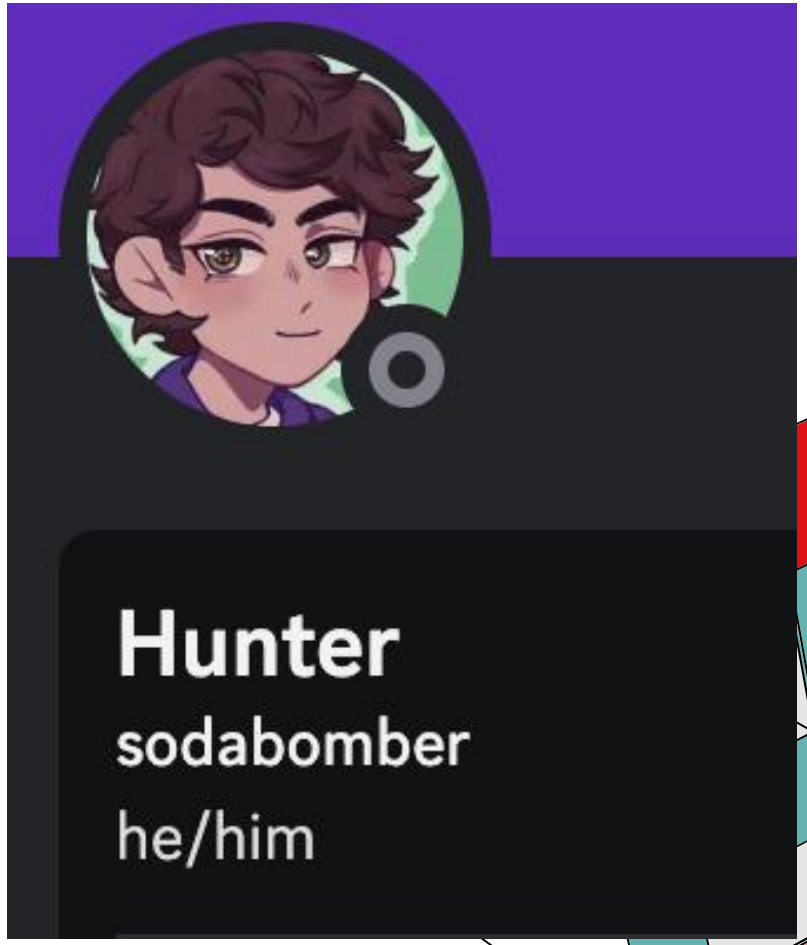
Scenario One

#1	GOKU	00:00
#2	goku	00:00
#3	hi	-14:04
#4	<Empty>	00:00
#5	<Empty>	00:00

FIREBASE INTEGRATION

MENTOR FEEDBACK

- Proud of us and our progression
- Gave us tips on how to close out a project like this
    - Asked if he had to cut anything in his project to meet its deadline
    - Focus on making a functional deliverable
    - Focus on what you need to get done and not new things
    - Overall make sure the client is happy with the result

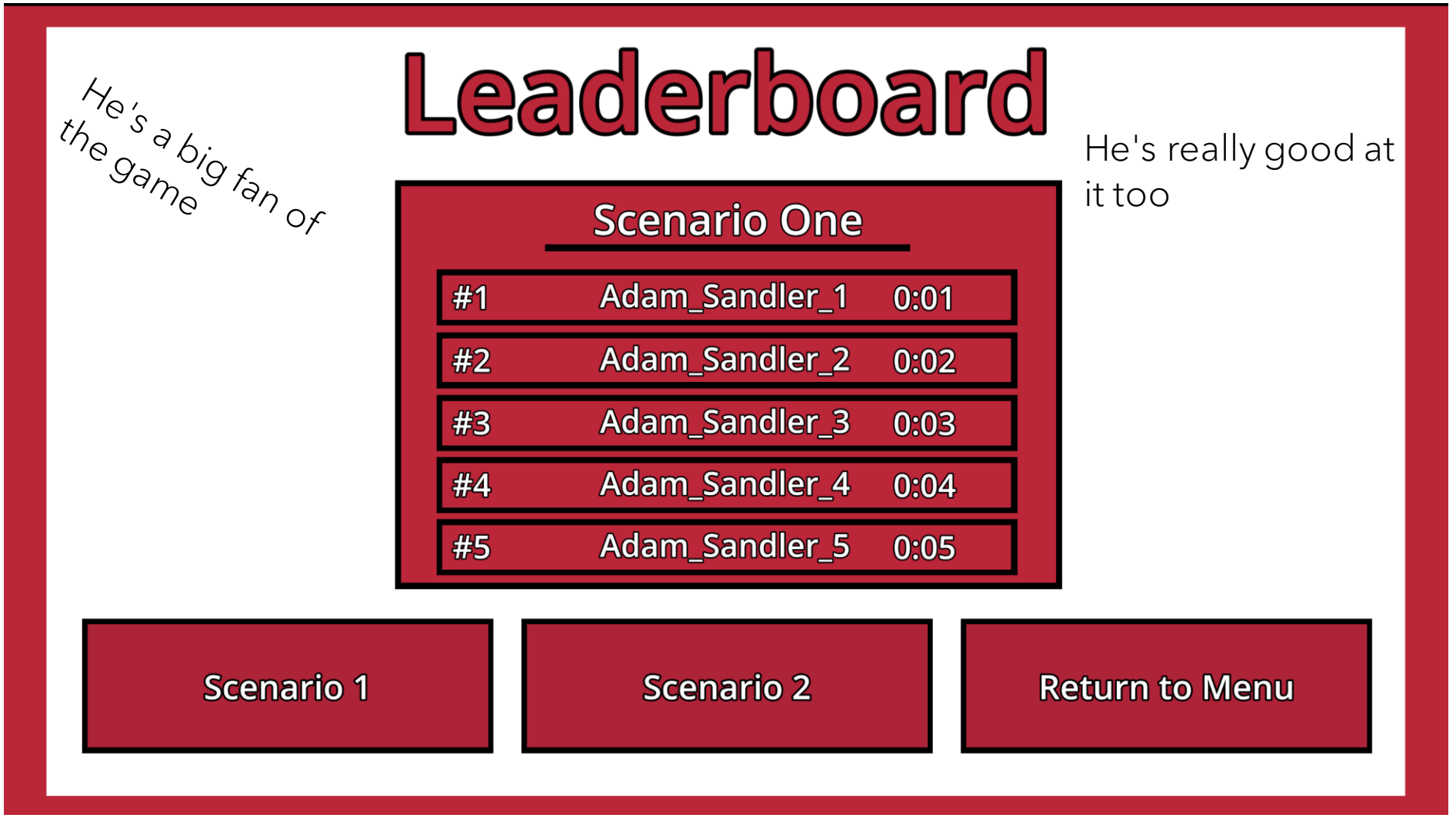


CLIENT FEEDBACK

- Very pleased with the result
    - Lani was able to play the game before the meeting and got a time of 13 minutes in scenario 1!
    - Kurt started playing the game during the meeting and seemed to enjoy it
    - Kurt hinted at maybe doing a few more projects like this for the next group of students.
- Reflected how the project went overall
    - They were happy with our communication despite being remote
    - Very grateful they got to work with us and had such a pleasant experience collaborating on educational content
    - Especially enjoyed added easter eggs

TEAMWORK

- Justyn
    - Minigame assembly
    - Aesthetic updates
- Jared
    - Firebase Integration with Godot
- Jack
    - Searched for music and sound effects
    - Testing
    - Assisted with Firebase integration
- Micah
    - Finishing Scenario 2
    - Exporting to Itch.io
    - Assisting others with tasks
- Ethan
    - Scenario one minigames rework
    - Credit Scene
    - Button updates

There was some mob and pair programming, since we've decided to split tasks to accomplish more for the project.

ADAM SANDLER