Progress Report 1

Software Engineering

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1. The persistent data that will be stored in our game is the amount of time it takes you to complete levels and the levels you have completed. This feature makes the game more competitive as users try to achieve the fastest times possible on each level in order to achieve a high score. We will be storing the user data behind a login page and it will grant access to data that resides on a database we host for the game.

2. The group will be using Unity Hub as the platform to create the game. We have the option to publish the game from Unity Hub to Unity play as a web service but we decided to create our own website and upload the game onto the website.

3. The portion of our game that will only be accessible to authenticated users is the leaderboard. The leaderboard will become a function that authenticated users can view and use to keep track of their personal time records. Only after logging in can a user save their score onto our leaderboard system to display to other users. We plan on using a home-grown authentication system to keep track of user login information.

4. Using Unityhub and the assets that are provided within the service, we will be building a GUI for the user to navigate through the home screen, menu, pause screen, & the game itself. A popular GUI toolkit for people developing through Unityhub is the UI Toolkit, which includes assets, a debugger, and documentation features.

5. Our current plan is to meet for the two hours prior to Software Engineering class on Tuesdays and Thursday. Our meetings are in person. We also plan to meet on Sunday evenings to check on weekly progress. We have met together twice so far in the previous week, and since we are in the beginning stages of the project we are having very important discussions on where to take the project.