

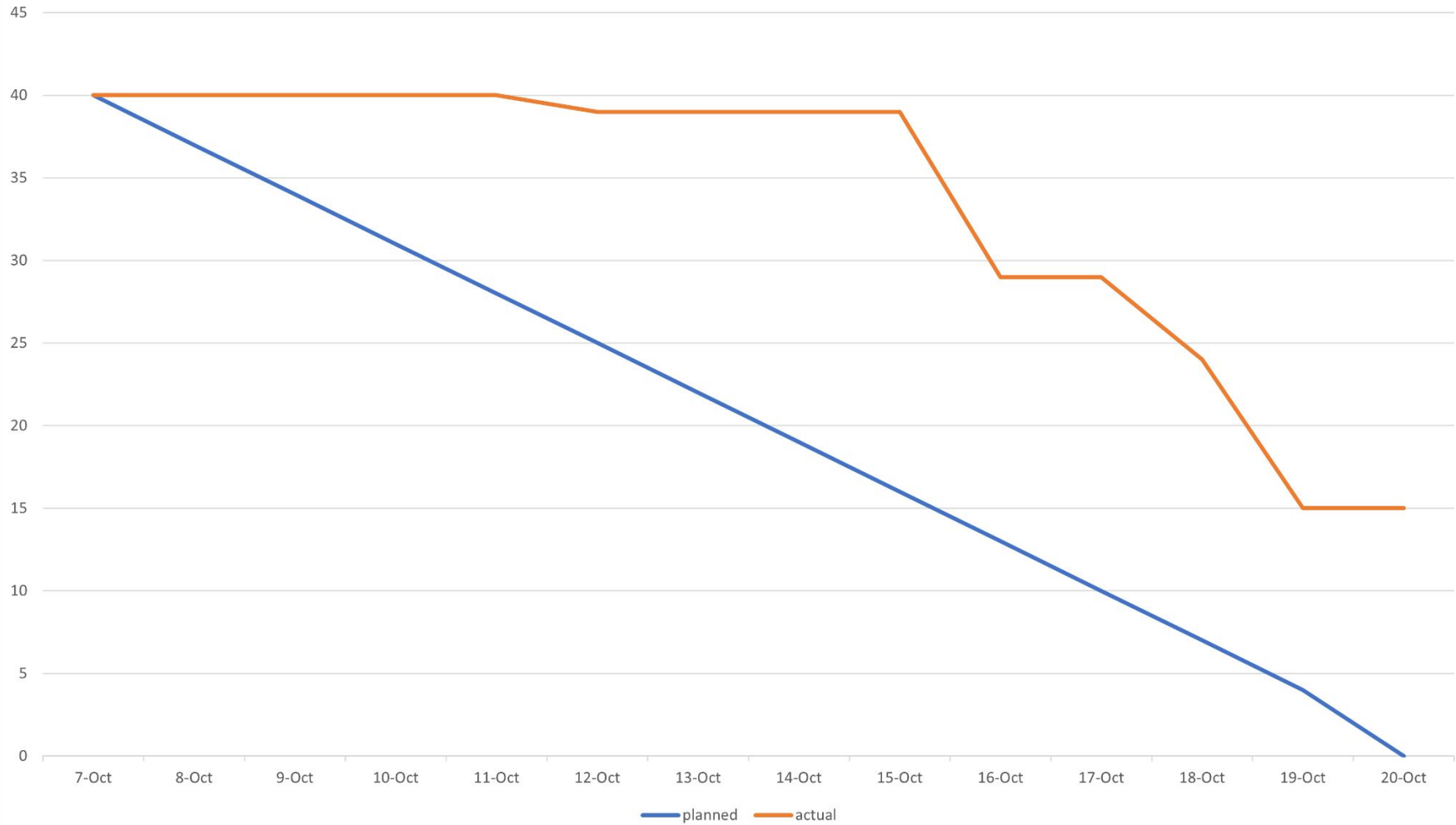
Team Android Game

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Project Summary

We are making a top-down 2D game for Android devices. We are primarily developing in Unity with C#. In our game you play as an alien who has crashed landed on earth and collect special items in the world to progress.

Sprint 2 Burndown



Remaining tasks

- Item collection system
- Inventory system
- Opening scene and tutorial
- Ending scene
- Additional scenes and sprites
- Obstacles

Responsibilities - Lauren

- Programming
- Repo Management
- Helping others with Unity

Responsibilities - Anna

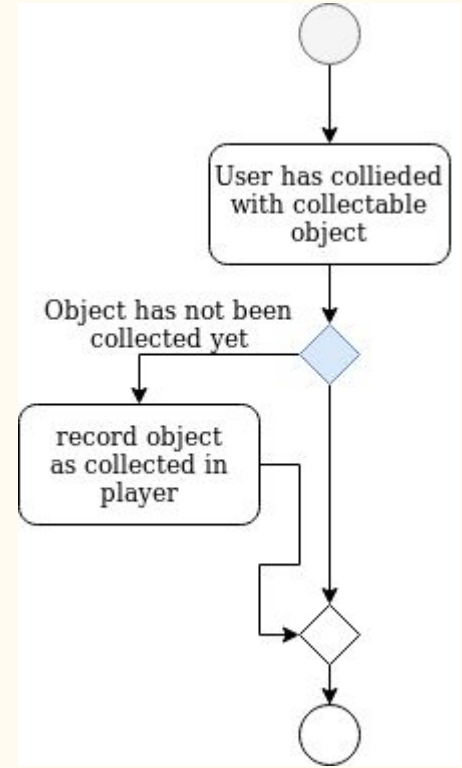
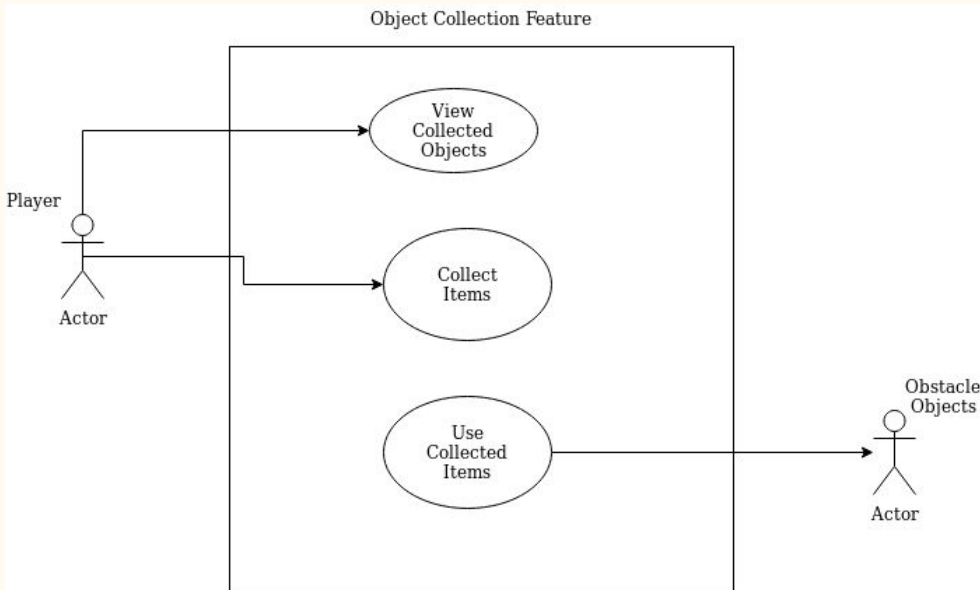
- Scene creation
- Assist in programming
- Writing of story background

Responsibilities - Trey

- Artist
- Scene creation

Responsibilities - Sathya

- I got assigned to learn about C# and to know about the thing (our project) how it works.
- There is some art stuff that's coming to be done and i'm going to work on that in coming weeks.



Item Collection Use Case Description

Primary Actor: Player

Normal Flow of Events:

Stakeholders and Interests:

Player - wants to collect item

Obstacle Object - will check if player has required item later

Trigger: Player presses interact button and collectable item is in front of player sprite.

1. The player sprite collides with the Item
2. The Item ID is recorded in the player's inventory
3. The Item is no longer visible to the player.

Linked requirements:

2.1 : The game shall have an inventory to keep track of items obtained.

Demo

<https://www.youtube.com/watch?v=NOdhGHqhT7U>