Project 3 Write-Up

Description on how work was split between teammates:

Bennett: I was unavailable the last weekend, so I worked on documentation as I could work on that away from my main computer and on the airplane.

Brad: Worked on making the tilemap, characters and movement.

Tsung Yu: I work on how to connect unity to the mobile demo and touch control on mobile.

Challenges and how they were overcome or dealt with:

Tsung Yu: I need to demo the project on the mobile. I was stuck because of the provisioning profile. I google it and find out I can just skip it by enable automatic signing.

Bennett: My main challenge was working and communicating when I am half way across the country, the way I dealt with it was making sure my team knew I would be gone and knowing what work I needed to get done before my trip.

Any features that did not make the demo version:

Brad: Did not get a bicycle to move down the road. Missing a clock timer, bus, and classroom tilemap.

Retrospective on what the team would have done different:

Brad: Would've added individual colliders to each tile in the tilemap rather than using a plane to capture the objects against the effects of the game gravity engine.

Bennett: Having more time would have been nice as our plan was a week for planning designing and a week of coding the prototype. I would have liked more time to plan as a week was enough to get started but not enough time to solidify a solid plan for the next 2 months.

Tsung Yu: If I figure out everything earlier I can help other people.

Matt: created a

Group Meetings
● Oct 8: 448
○ Eaton 2 (Classroom)
○ Bennett, Brad,Tsung Yu, Matt

- ○ Planning meetings

    - ● October 9th:
        - ○ Bennett, Brad, John, Matt
        - ○ Drew Diagrams of our ideas

- ● October 10: 448
- ○ Bennett, Brad,Tsung Yu, Matt
- ○ Decided on Unity

- ● October 12: Eaton 2
- ○ Bennett, Brad,Tsung Yu, Matt
- ○ Setup Unity, downloaded Tiled and Tiled2Unity

- ● October 15th: Eaton 2
- ○ Bennett, Brad,Tsung Yu, Matt
- ○ SCRUM meeting, discussed the game hierarchy

- ● October 17th: Spahr 1326
- ○ Bennett, Brad,Tsung Yu, Matt
- ○ Try to demo on the mobile

- ● October 19th: Eaton 2
- ○ Bennett, Brad, Tsung Yu, Matt
- ○ Discussed progress made over the weekend

- ● October 21th: Eaton 2
- ○ Bennett, Brad, Tsung Yu, Matt
- ○ Review the final version of the project.