

Think Outside The Room

By

WISA

Progress Report



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4

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GUI

Code
Structure

Game Logic

Adjusting GUI

Debugging

Chat

Testing

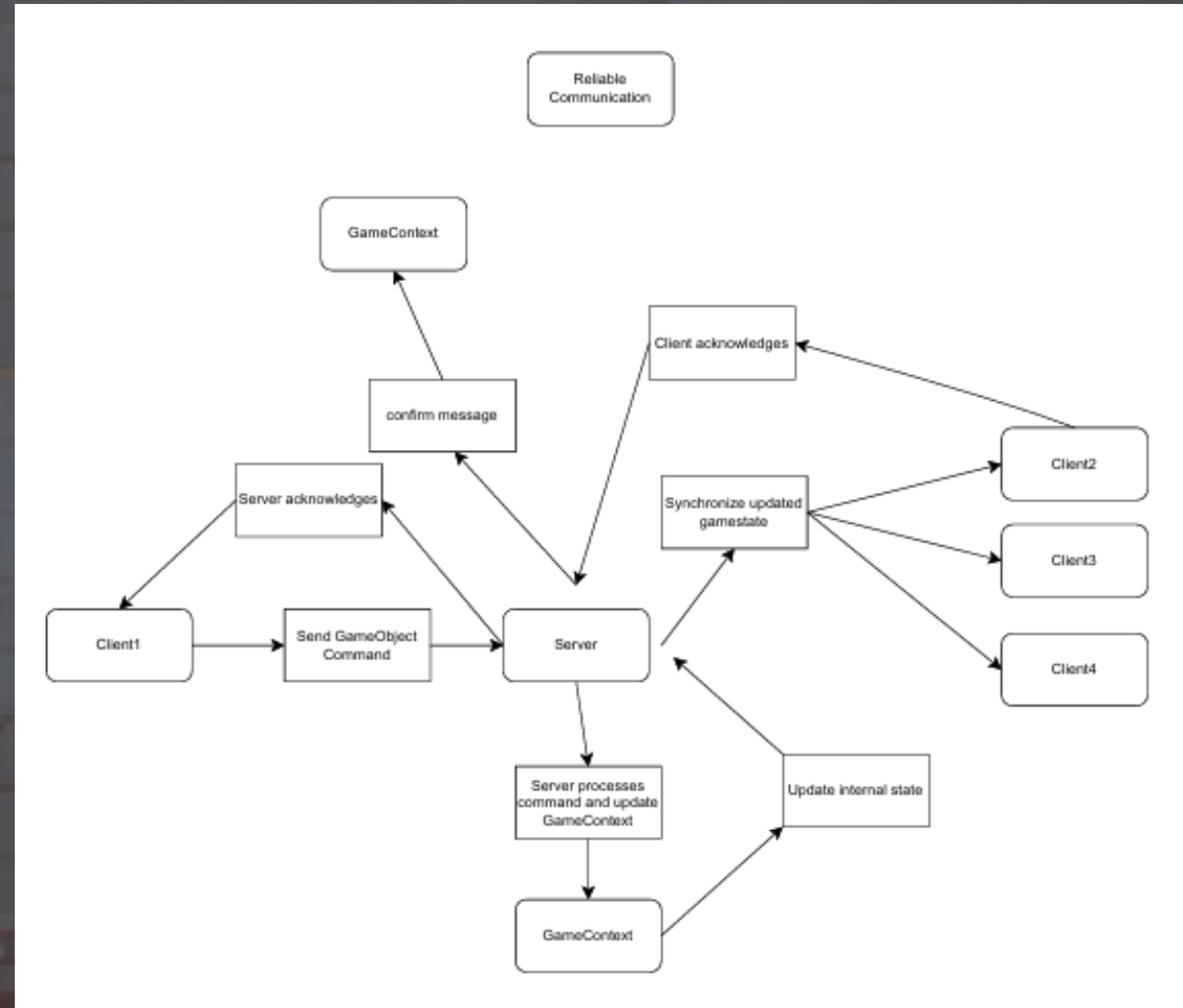
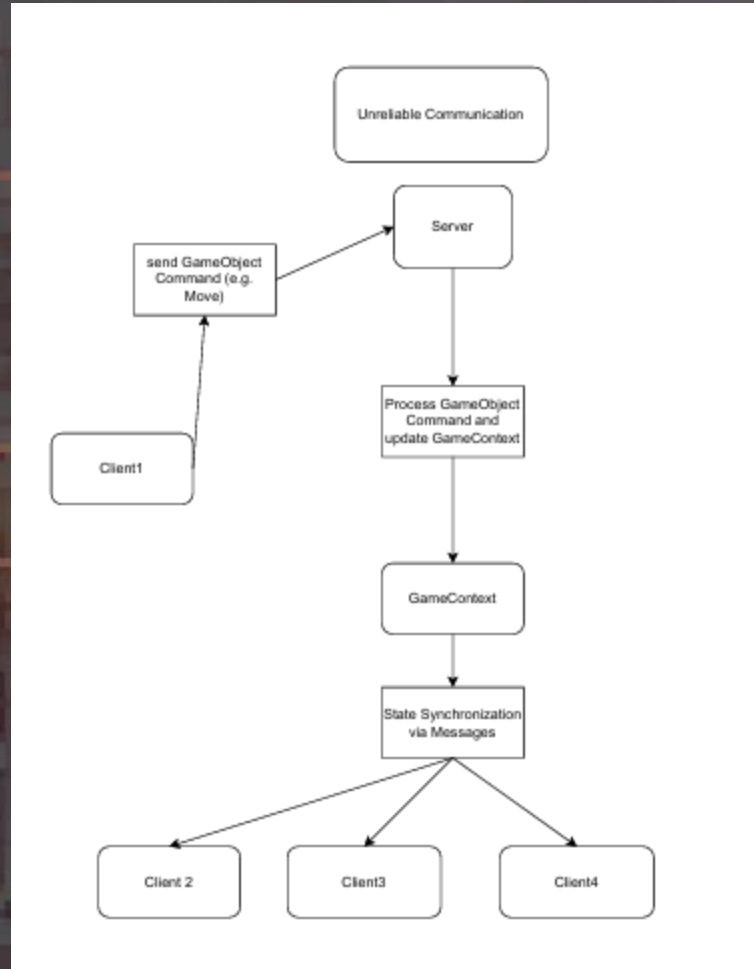
Last Adjustment

Progress Report

Lessons Learned:

- Communication
- More structured workflow
- Better version control
- Clear task distribution

Rules to Code

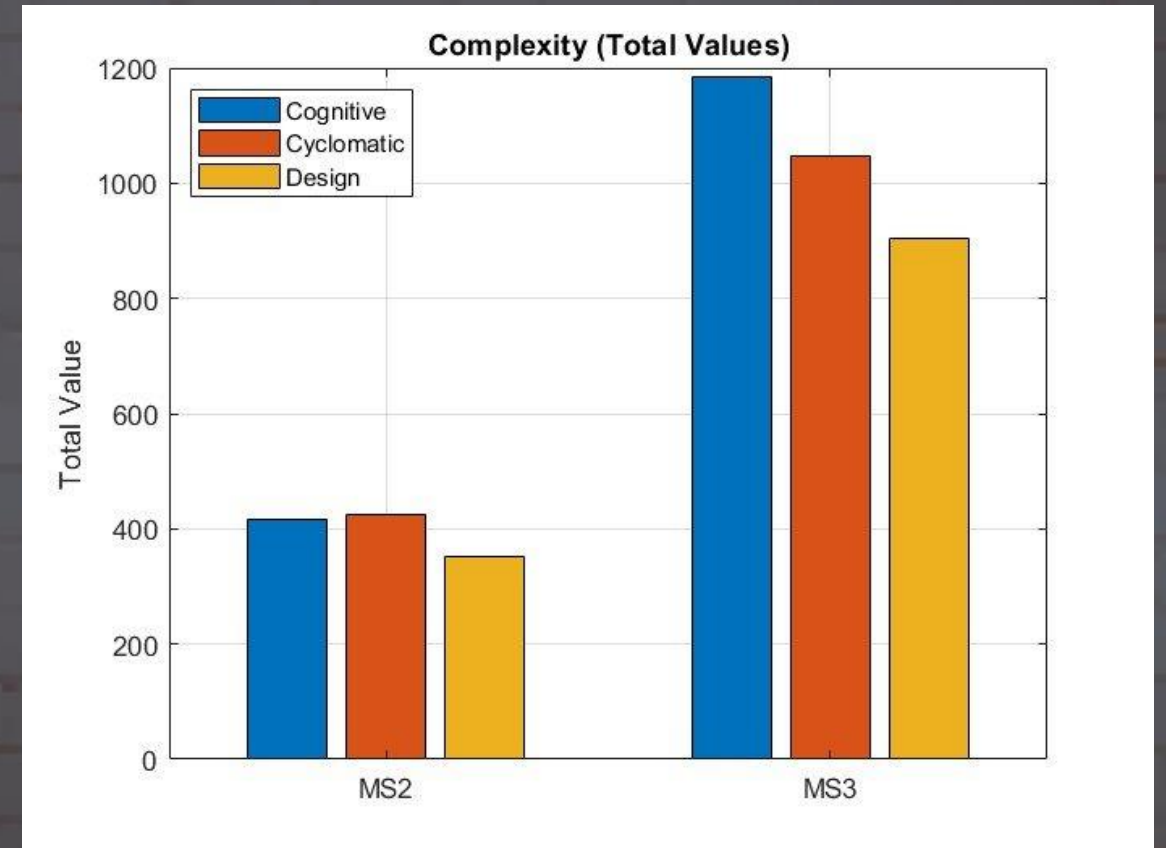


Technology

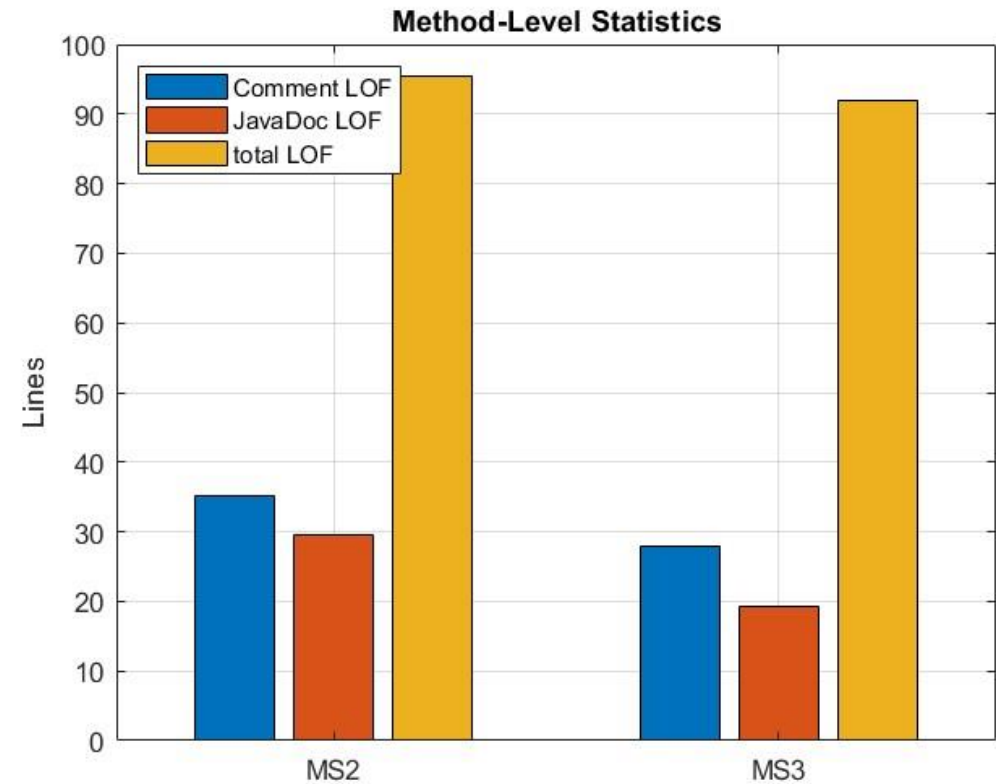
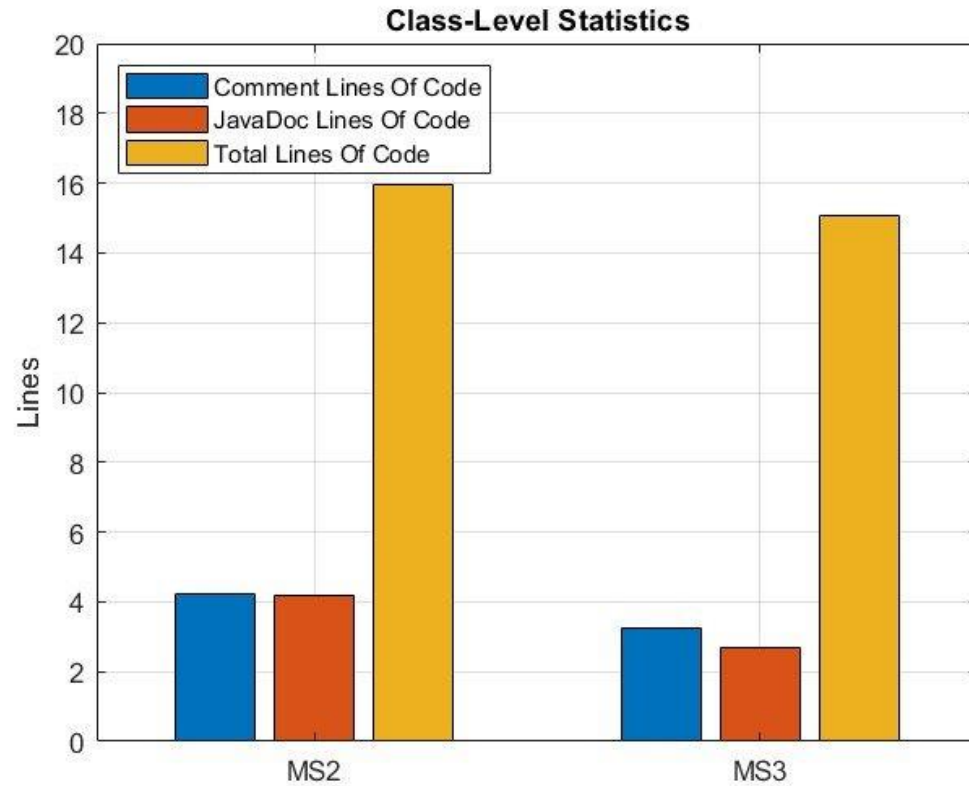
- Hamachi
- Lombok
- Code with me
- Reflection library

QA-Concept

- 🧑🧑 **Team Collaboration**
- 🔀 **Version Control (GitHub)**
- 🕵️ **Code Review**
- 📐 **Coding Standards**

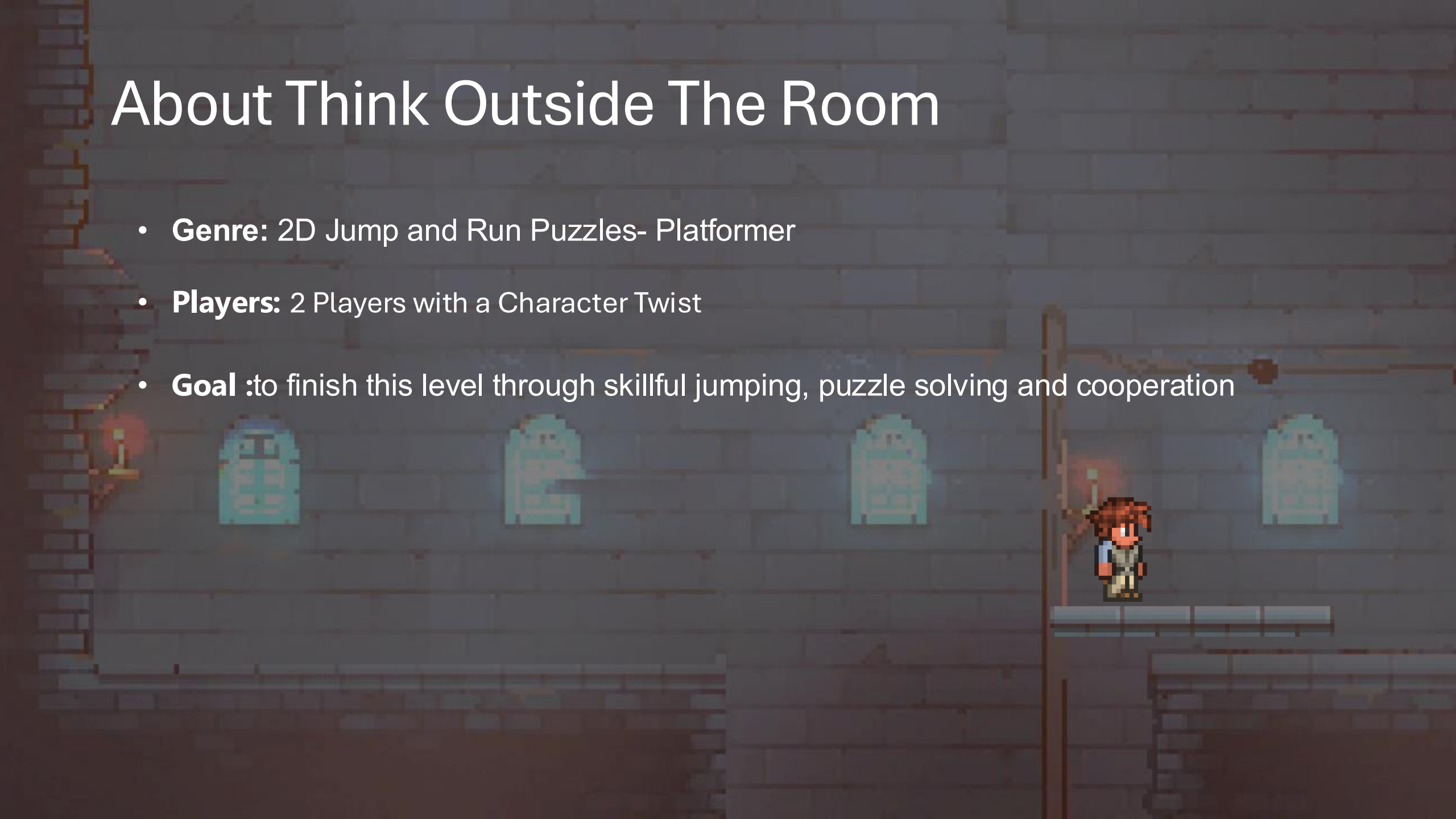


QA-Concept



About Think Outside The Room

- **Genre:** 2D Jump and Run Puzzles- Platformer
- **Players:** 2 Players with a Character Twist
- **Goal :**to finish this level through skillful jumping, puzzle solving and cooperation



About Think Outside The Room

Mechanics

Jumping:

Movement:

Grabbing:

Throwing:

Up Arrow key

Left & Right Arrow keys

hold E

hold F

Demo

