Group 4 - Capstone Final Submission

This document describes group 4's submission of Souper Showdown, how to download a copy of the project and how to execute it.

This submission is divided into three parts: the Unity project, a build of the final project, and a zipped submission folder.

Part 1 - Unity Project. The Unity project can be cloned from Github here. The files added to the gitignore will be automatically generated when first opening the project in Unity. From the Unity hub, click open and select the project folder cloned from Github. We recommend using version 2020.3.28f1 of the editor. This folder contains all the C# scripts written for this project as well as the final 2D, 3D, and UI assets used.

Part 2 - Build. Included in this submission is the latest build of Souper Showdown. Please keep in mind that a Playstation controller, Xbox controller or any equivalent is required to play the game. Furthermore, to start a game from the lobby, at least two players (at least one chef and one vegetable) need to be connected. This can be done locally on a single computer using multiple instances of the build or through the network. Use room numbers to join the same lobby. Each player will need their own controller.

Part 3 - Assets Folder. Included in this submission is the assets folder, containing all of the assets developed for this project and at different stages of development. It also contains user testing forms. The files are clearly organized in subfolders by category and by team member when multiple people worked on the same asset.