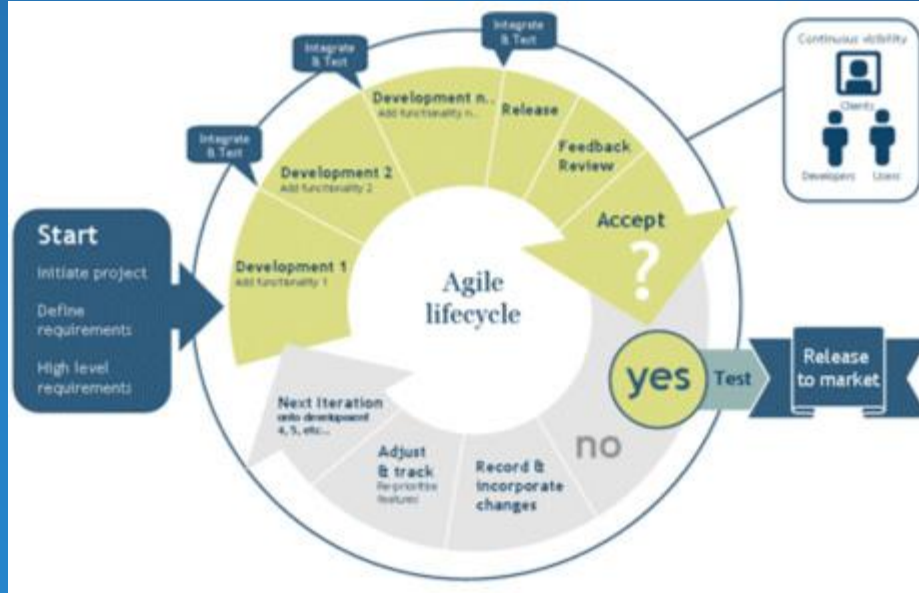# MazeGame

By
Mitchell Block
Warren Ferrell
Donovan Guelde
Nathan Mckenna

Development Tools

- Methodology: Agile
- Tracker: Trello
- VCS: Github
- IDE: Unity
- Database: MySQL
- Auto-tester: Gendarme
- Auto-documenter: NaturalDocs
- Deployment: Unity→Android

Agile:★★★★★

Trello :★★★☆☆

Project Tracking — CSCI 3308 Group 5 ☆ ⊕ Public

Needs Doing
- FR-004 Error Handling
- NR-001 Difficulty
- NR-002 Different Levels
- Add a card...

Doing
- Add a card...

Done
- Go over Unity Tutorial
- Go over Android Studio Tutorial
- UR-001 Title Screen
- UR-002 Options Menu

Creating the Project — CSCI 3308 Group 5 ☆ ⊕ Public

Application Programming languages
- Android Studio by Google
- Unity
- Add a card...

Programming Experience
- Warren: C++(intermediate), python(dusty basic), java (dusty basic)
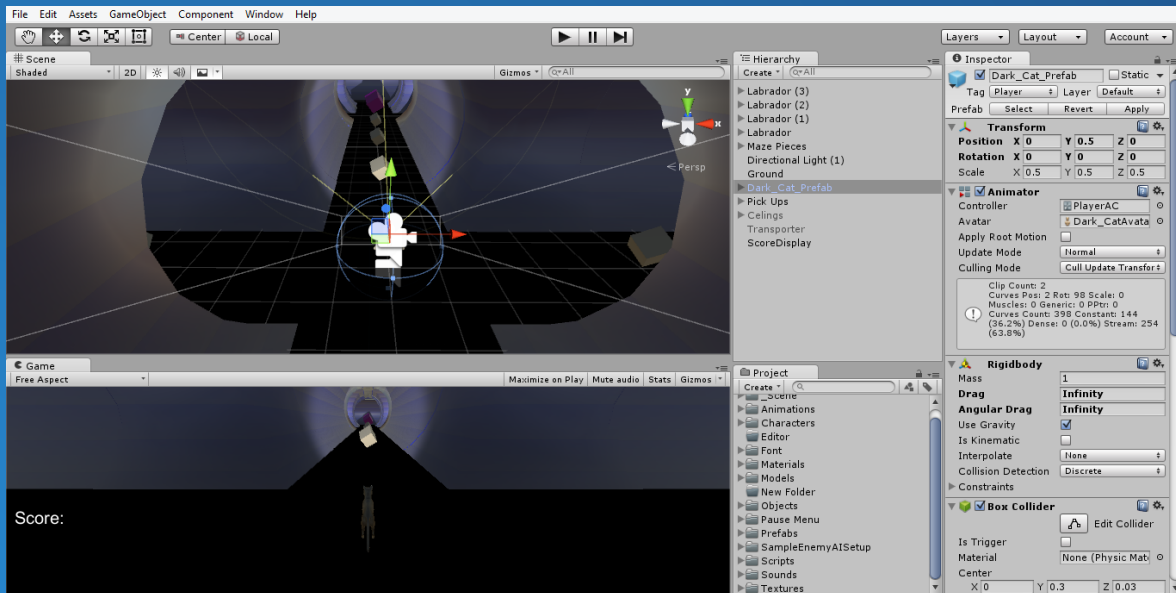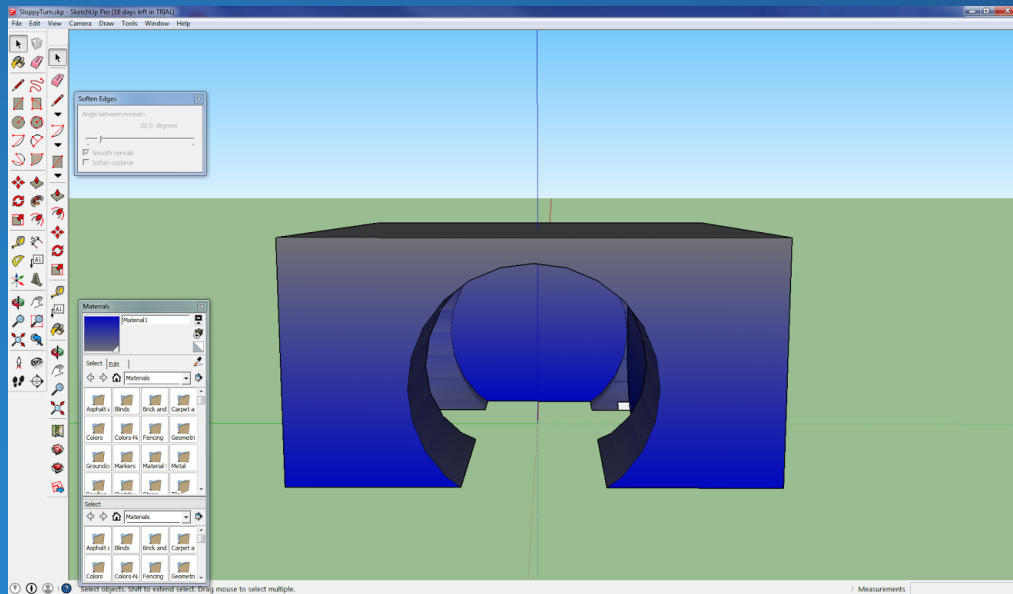- Android: Java
- Add a card...

P4C-Folk game ideas
- 3D
- Add a card...

unity :★★★★★

File Edit Assets GameObject Component Window Help

Center Local

Layers ▾   Layout ▾   Account ▾

≡ Scene
Shaded   2D   Gizmos ▾ Q▾All

y
x
Persp

◆ Game
Free Aspect   Maximize on Play Mute audio Stats Gizmos ▾

Score:

≡ Hierarchy
Create ▾ Q▾All
▶ Labrador (3)
▶ Labrador (2)
▶ Labrador (1)
▶ Labrador
▶ Maze Pieces
  Directional Light (1)
  Ground
▶ Dark_Cat_Prefab
▶ Pick Ups
▶ Celings
  Transporter
  ScoreDisplay

≡ Project
Create ▾
  ▶ _Scene
  ▶ Animations
  ▶ Characters
  ▶ Editor
  ▶ Font
  ▶ Materials
  ▶ Models
  ▶ New Folder
  ▶ Objects
  ▶ Pause Menu
  ▶ Prefabs
  ▶ SampleEnemyAISetup
  ▶ Scripts
  ▶ Sounds
  ▶ Textures

⊙ Inspector
☑ Dark_Cat_Prefab   ☐ Static ▾
  Tag Player ▾   Layer Default ▾
Prefab   Select   Revert   Apply

▼ ⤲ Transform
Position X 0   Y 0.5   Z 0
Rotation X 0   Y 0   Z 0
Scale   X 0.5   Y 0.5   Z 0.5

▼ ▣ ☑ Animator
Controller   ⊟PlayerAC
Avatar   ⊟Dark_CatAvata
Apply Root Motion   ☐
Update Mode   Normal ▾
Culling Mode   Cull Update Transfor ▾

① Clip Count: 2
Curves Pos: 2 Rot: 98 Scale: 0
Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 398 Constant: 144
(36.2%) Dense: 0 (0.0%) Stream: 254
(63.8%)

▼ ⤲ Rigidbody
Mass   1
Drag   Infinity
Angular Drag   Infinity
Use Gravity   ☑
Is Kinematic   ☐
Interpolate   None ▾
Collision Detection Discrete ▾
▶ Constraints

▼ ☑ Box Collider
Is Trigger   ☐   Edit Collider
Material   None (Physic Mat
Center
  X 0   Y 0.3   Z 0.03

MySQL : ★★★☆☆

High Scores

New Text

New Text

New Text

New Text

New Text

Back

Gendarme:★★★☆☆

Gendarme Report

Produced on 06/26/2015 15:09:35 UTC.

Summary

Gendarme found 50 potential defects using 80 rules.

List of assemblies analyzed [show]

List of rules used [show]

Reported Defects

1. AvoidConcatenatingCharsRule [hide]

Problem:

Unneeded boxing was found for concatening a string.

Solution:

Change your code to avoid the boxing when creating your string.

1 defect(s) found:

Natural Docs :★★★★☆

DeathScreenCounter.js

Summary

DeathScreenCounter.js

VARIABLES
theTimer	Holds the current time
theStartTime	Holds the time that the timer begins at

FUNCTIONS
Start	Begins the timer countdown
Update	Updates the timer so that it counts down in real time
OnGui	Creates the GUI object that will hold and display the timer as it counts down

VARIABLES

theTimer

```
var theTimer : float
```

Holds the current time

theStartTime

```
var theStartTime : float
```

Holds the time that the timer begins at

FUNCTIONS

Start

```
function Start()
```

Begins the timer countdown