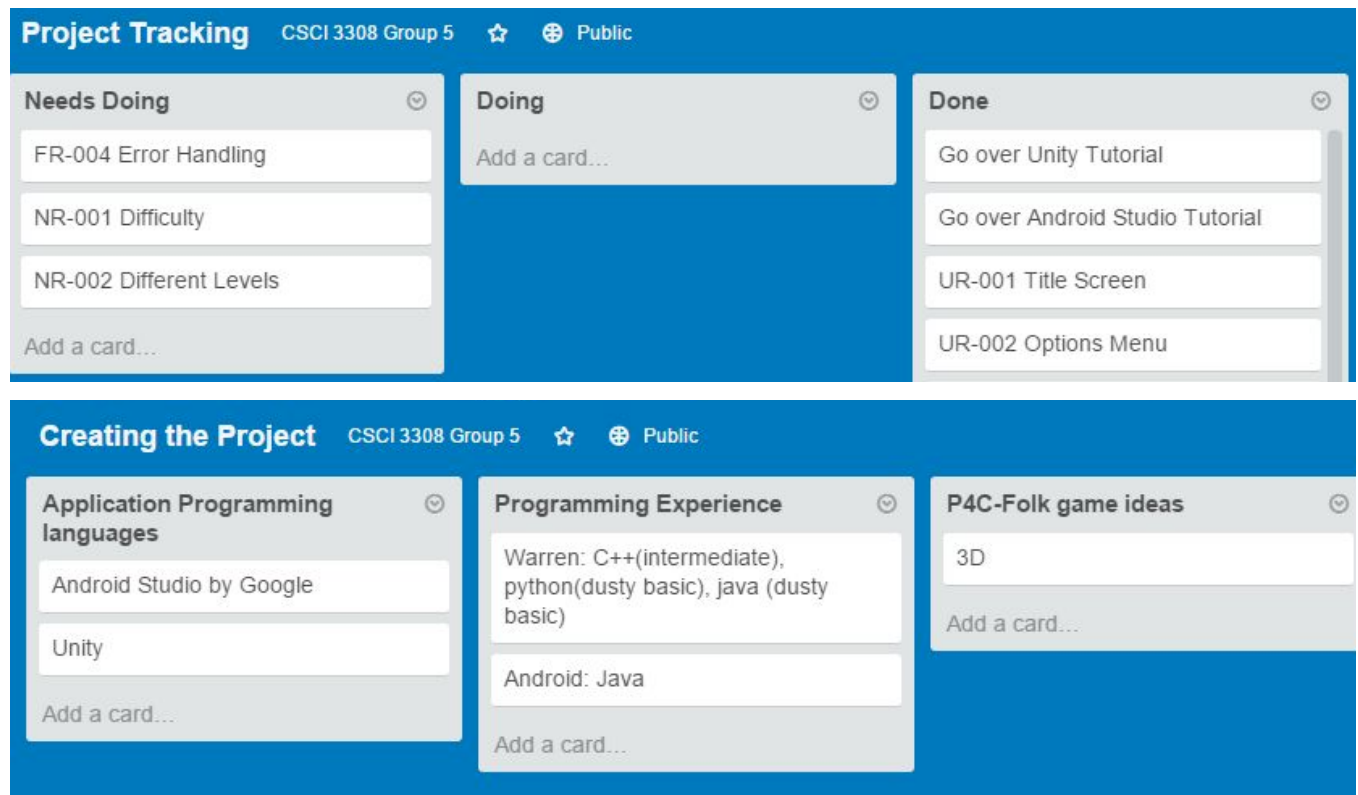


Title: MazeGame

Who:

- Mitchell Block
- Warren Ferrell
- Donovan Guelde
- Nathan Mckenna

Project Tracker: <https://trello.com/csci3308group5>



Video:

<https://drive.google.com/a/colorado.edu/file/d/0BwggnYxeb2oDM2RtRnNuNWEyQk0/view?usp=sharing>

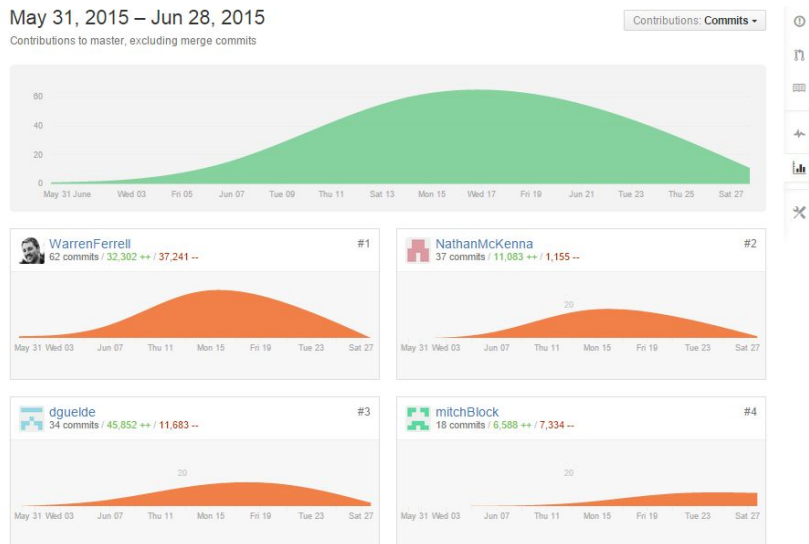
Our video was too large to upload to github so we have hosted the video on our google drive.

VCS: https://github.com/WarrenFerrell/3308Project_MazeGame

Contributions: 169 commits

- Mitchell Block: 36 commits (25 were recorded anonymously on accident)
- Warren Ferrell: 62 commits
 - This number is bloated because of some repository wipes we had to go through
- Donovan Guelde: 34 commits
- Nathan Mckenna : 37 commits

https://github.com/WarrenFerrell/3308Project_MazeGame/graphs/contributors



Deployment:

Installing and Playing on Android

First download and install the Android SDK and Java JDK folders from the internet and clone the build-branch of our project repo. Next open the project in unity, plug in your android to the computer, and ensure your android phone is in development mode. Now in unity access the Build Settings in the top left corner by clicking File->Build Settings. In the Build Settings choose android as your platform and checkmark the Development Build box. After making all these changes you are ready to press Build And Run button. Now the game will build and install to your android device. While building if you are asked for the location of the SDK or JDK files simply provide the location you downloaded and installed the files into.

Building on Windows and Mac in Unity

First clone the master-branch of our project repo. Next open the project in unity and navigate to the Build Settings in the top left corner by clicking File->Build Settings. In this menu choose PC, Mac, & Linux Standalone and then change the target platform to the type you are running. After changing all these settings you are ready to press Build and Run to launch the game.

Playing on Windows and Mac via Executable Files

Download the folder named 'executables' from the project repo. In this folder are 'MazeGameWindows.exe' and 'MazeGameOSX'. Double click the applicable version for your system.

Auto-doc:

We used NaturalDocs for documentation

https://github.com/WarrenFerrell/3308Project_MazeGame/tree/master/Script_Documentation