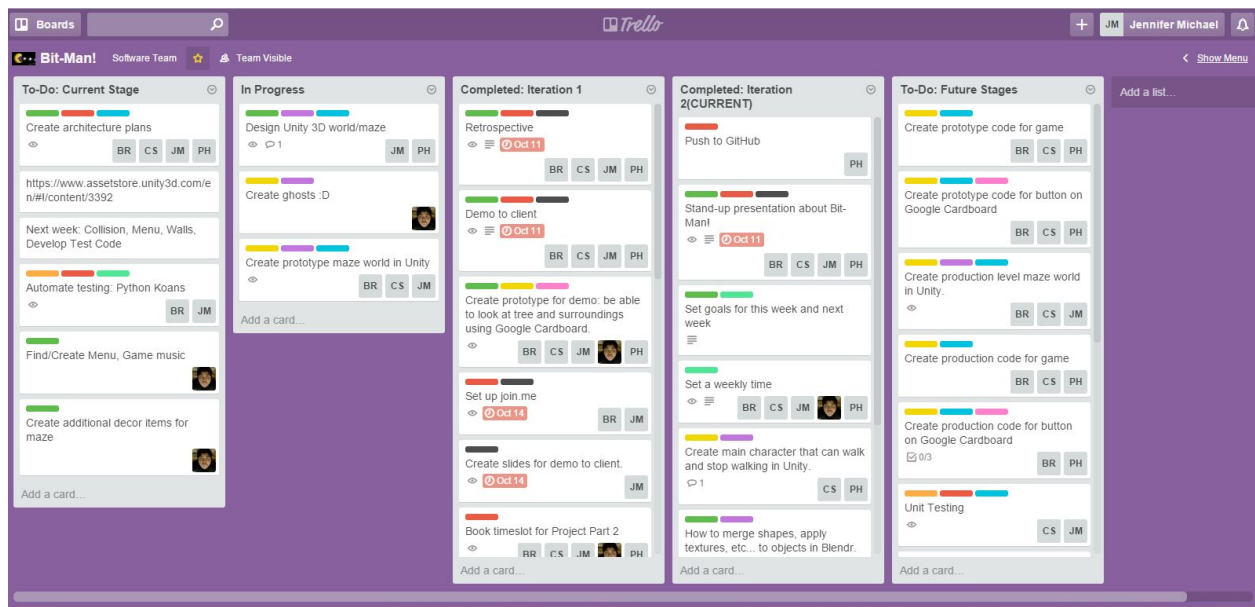# Final Submission

Title: Bit-Man!

Who: Peter Huynh, Jennifer Michael, Jesus Ortiz Tovar, Brooke Robinson, and Cary Sullivan

Project Tracker: https://trello.com/b/yZU5SD4M/bit-man

Video: https://youtu.be/_4CaI1at0GA

VCS: https://github.com/PeterTranHuynh/CSCI3308_Bit-Man

Screenshots:

Sep 20, 2015 – Nov 30, 2015
Contributions to master, excluding merge commits

Contributions: Commits
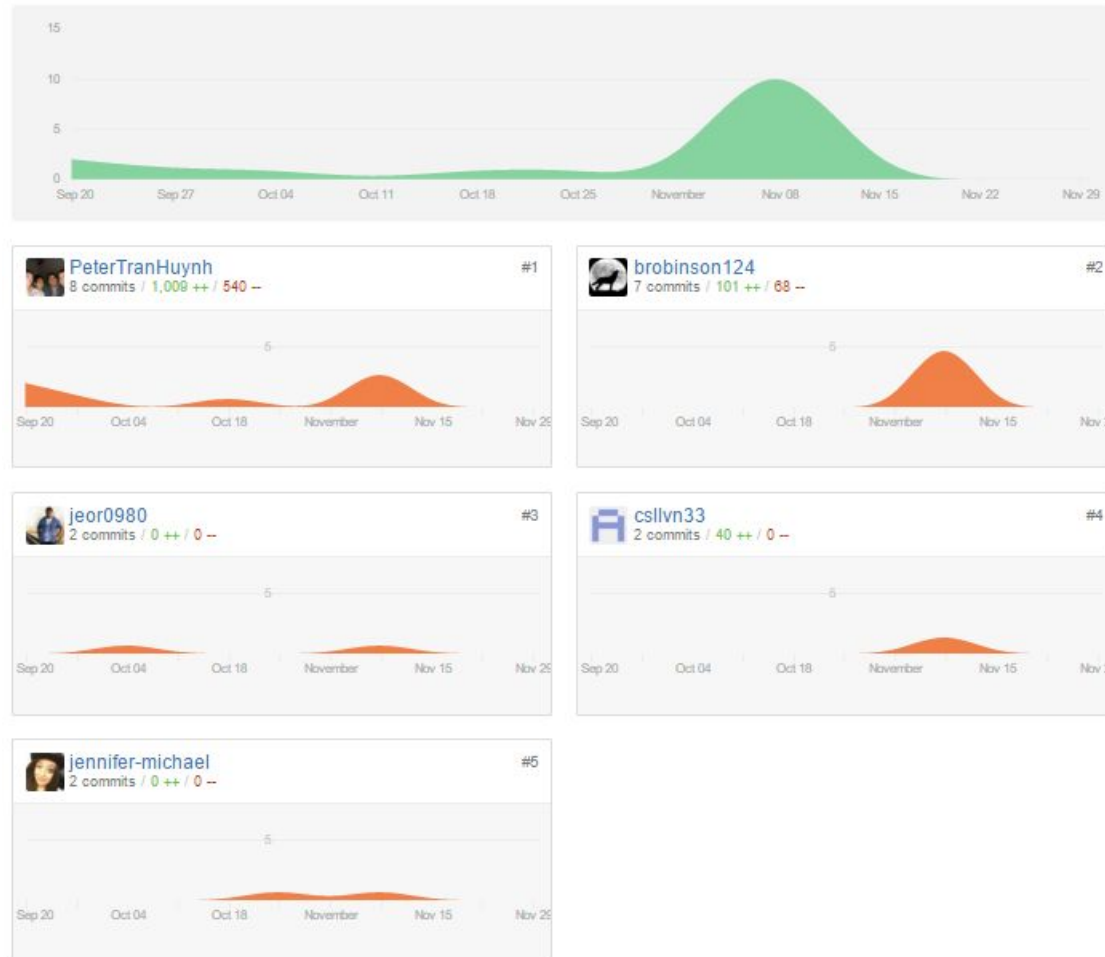
Note: Unity project files are huge and hard to share between different computers, even when using GitHub. For example, one person would commit a whole lot of files, and when another person would try to commit, GitHub would throw a fast forward error to order a pull. Pulling these huge files takes an unreasonably long amount of time. A lot of the project was done on one machine, therefore commited from one machine, while

the whole group was working on it. Peter has the GitHub app so his machine was what we used most of the time.

Deployment:

APK (Android phone application)

1. Go to the repository via Github

2. Download the APK

3. Connect a Android Smartphone via USB cable to computer

4. Place APK file in Downloads folder in the Smartphone

5. Open File Manager in the phone, locate Bit-Man, install

6. Open Bit-Man application and play!

Auto-Documenting: We used Automatic C# Documentation Generation through Doxygen Extension to do our auto-documentation.

Link:

https://github.com/PeterTranHuynh/CSCI3308_Bit-Man/tree/master/Doxygen%20Docs