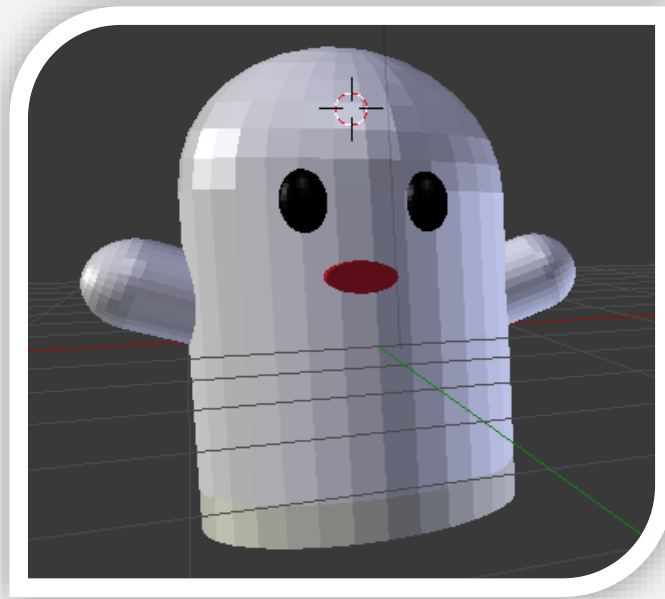
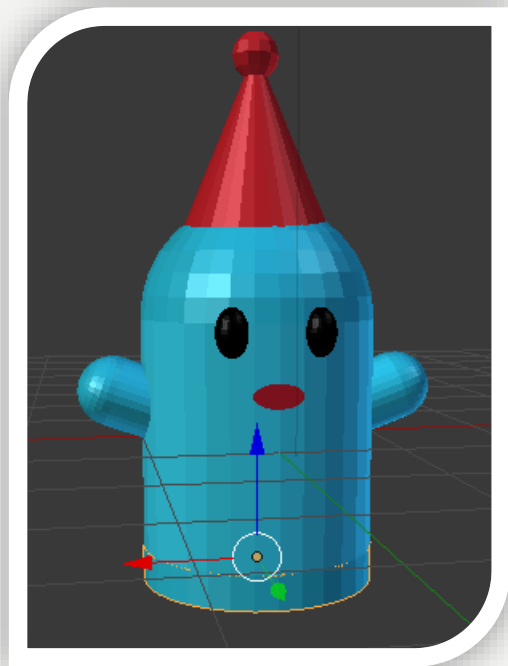
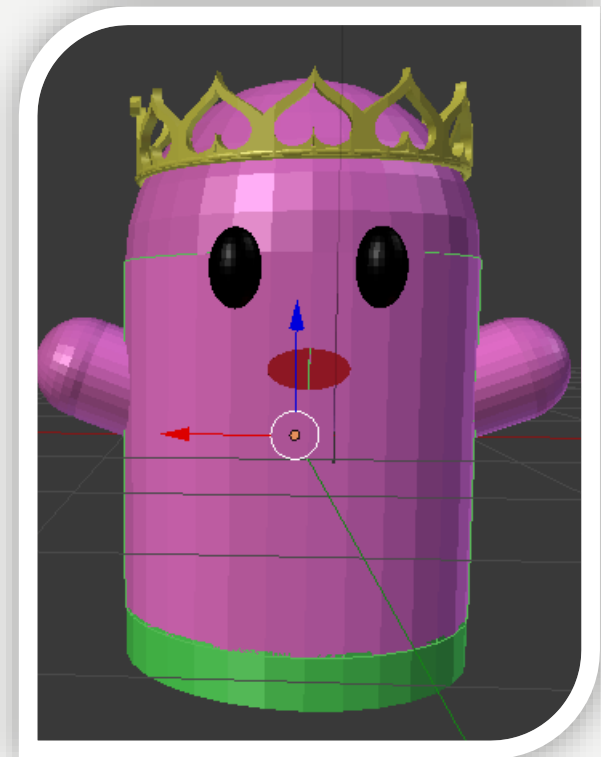
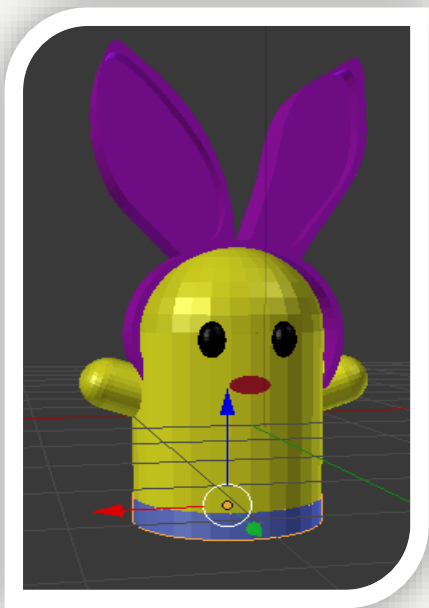


BIT-MAN!

**PETER HUYNH, JENNIFER MICHAEL,
JESUS ORTIZ TOVAR, BROOKE
ROBINSON, AND CARY SULLIVAN**



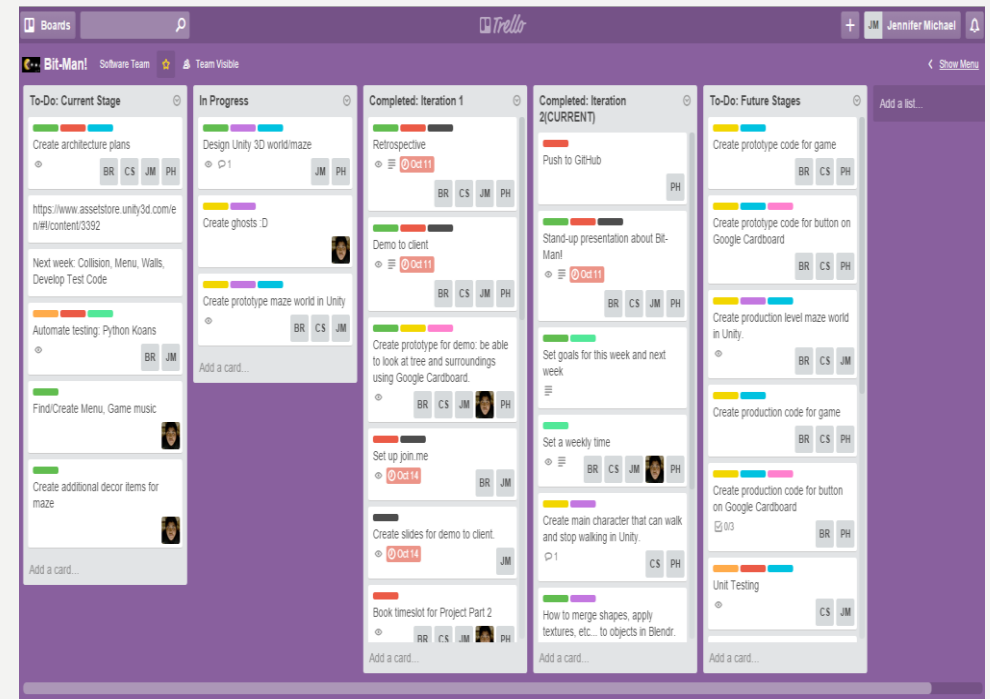


TOOLS UTILIZED

TRELLO, GITHUB, DOXYGEN, UNITY,
BLENDER, GROUPME, AND GOOGLE
CARDBOARD,

PROJECT TRACKER: TRELLO

Rating: ★★☆☆☆



VCS REPOSITORY: GITHUB



Rating: ★★★★★

GitHub

Bit-Man, a thrilling first person virtual reality maze adventure

26 commits 2 branches 0 releases 5 contributors

Branch: master CSCI3308_Bit-Man / +

jeor0980 Merge pull request #2 from PeterTranHuynh/JesusBranch Latest commit c7522b6 17 days ago

Art_Assets	Added sounds and updated ghosts	17 days ago
Bit-Man_Build	Iteration 1 Files	19 days ago
Koans_Videos	Revert "Koan TDD"	19 days ago
Resources	Koans TDD Testing Vidoes	19 days ago
Scripts	Iteration 1 Files	19 days ago
Bit-Man!_Part_3.pdf	Added PDF for Project Part 3: Unit Testing	19 days ago
Bit-Man_Part_1.pdf	Bit-Man_Part_1.pdf	2 months ago
Jesus_OrtizTovar_Joined.txt	Added my name to the group	2 months ago
README.md	Initial commit	2 months ago

AUTO-DOCUMENTER: DOXYGEN

Automatic C# Documentation Generation through
Doxygen Extension



Rating: ★★☆☆☆



DEPLOYMENT ENVIRONMENT:

Follow link
to Github

Download
APK file

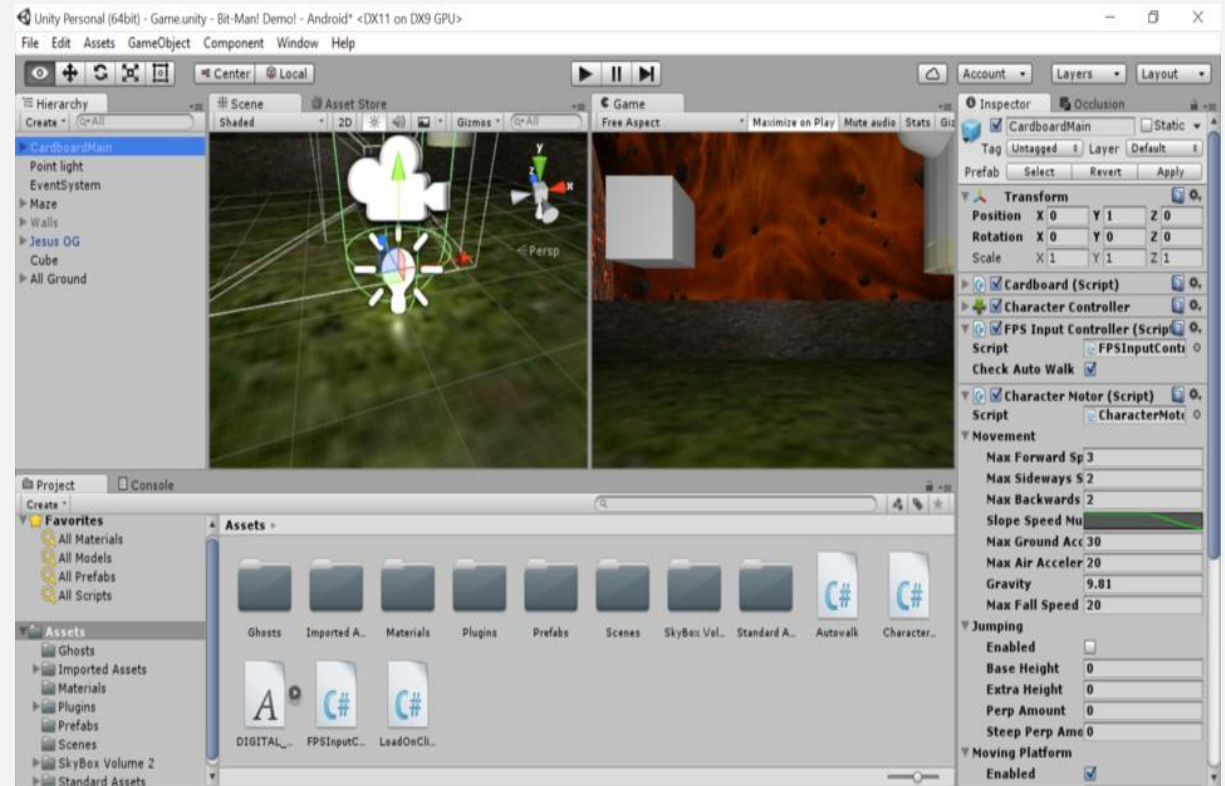
Connect to
Android via
USB cable

Install using
File
Manager

Play!

GAME ENGINE AND IDE: UNITY

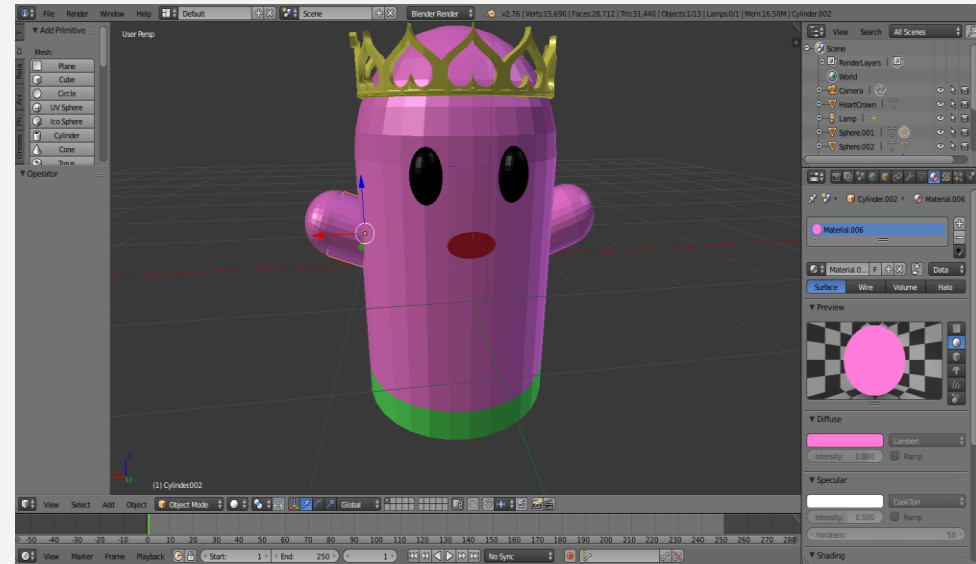
Rate: ★★★★★



3D MODELING TOOL: BLENDR

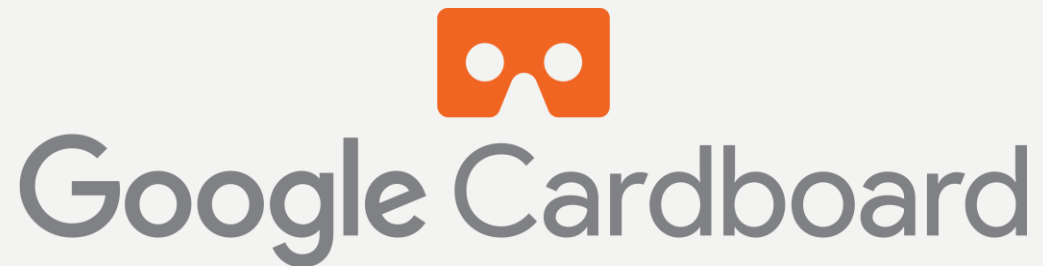


Rating: ★★★★★



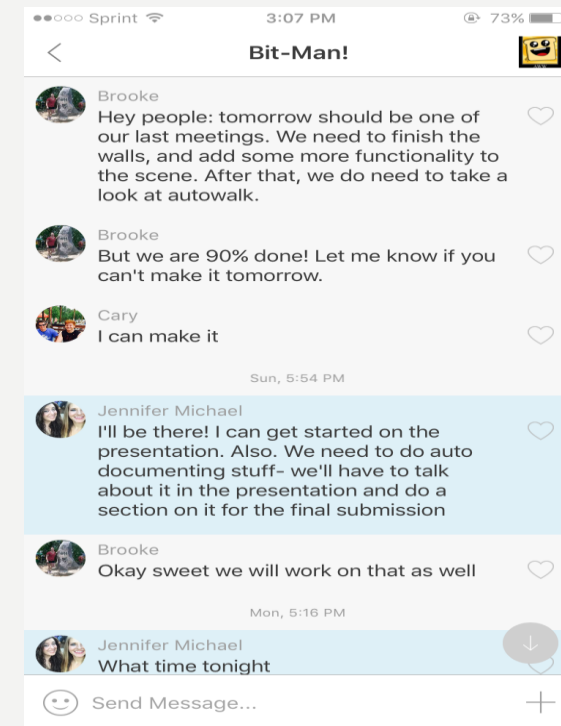
LIBRARY: GOOGLE CARDBOARD

Rating: ★★★★★



MESSAGING: GROUPME

Rating: ★★★★★





METHODOLOGY

TEST DRIVEN DEVELOPMENT
ITERATIVE WATERFALL
PEER PROGRAMMING

TESTING METHODOLOGY: TDD KOANS

Red

- Write a test that fails

Rating:



Refactor

- Eliminate redundancy

Green

- Make the code work

```
Terminal — bash — 90x26
test_reduce_will_blow_your_mind has expanded your awareness.
test_use_pass_for_iterations_with_no_body has expanded your awareness.

Thinking AboutGenerators
test_coroutines_can_take_arguments has expanded your awareness.
test_generating_values_on_the_fly has expanded your awareness.
test_generator_expressions_are_a_one_shot_deal has expanded your awareness.
test_generator_keeps_track_of_local_variables has expanded your awareness.
test_generator_method_will_yield_values_during_iteration has expanded your awareness.
test_generators_are_different_to_list_comprehensions has expanded your awareness.
test_generators_can_see_if_they_have_been_called_with_a_value has expanded your awareness.
s.
test_generators_can_take_coroutines has expanded your awareness.
test_generator_method_with_parameter has damaged your karma.

You have not yet reached enlightenment ...
AssertionError: '--> FILL ME IN! <--' != [4, 9, 16]

Please meditate on the following code:
File "/Users/Greg/hg/python_koans/python 2/koans/about_generators.py", line 75, in test_generator_method_with_parameter
    self.assertEqual(_, list(result))

Flat is better than nested.
d60-65-195-206:python 2 Greg$
```

OUR EXPERIENCE

Iterative Waterfall:



Peer Programming:



Iterative Waterfall:

Pros

- Helped us stay on track
- Easy to plan
- Division of tasks was clear

Cons

- Often pushed back deadlines when we ran into problems.
- Ended up getting redundant

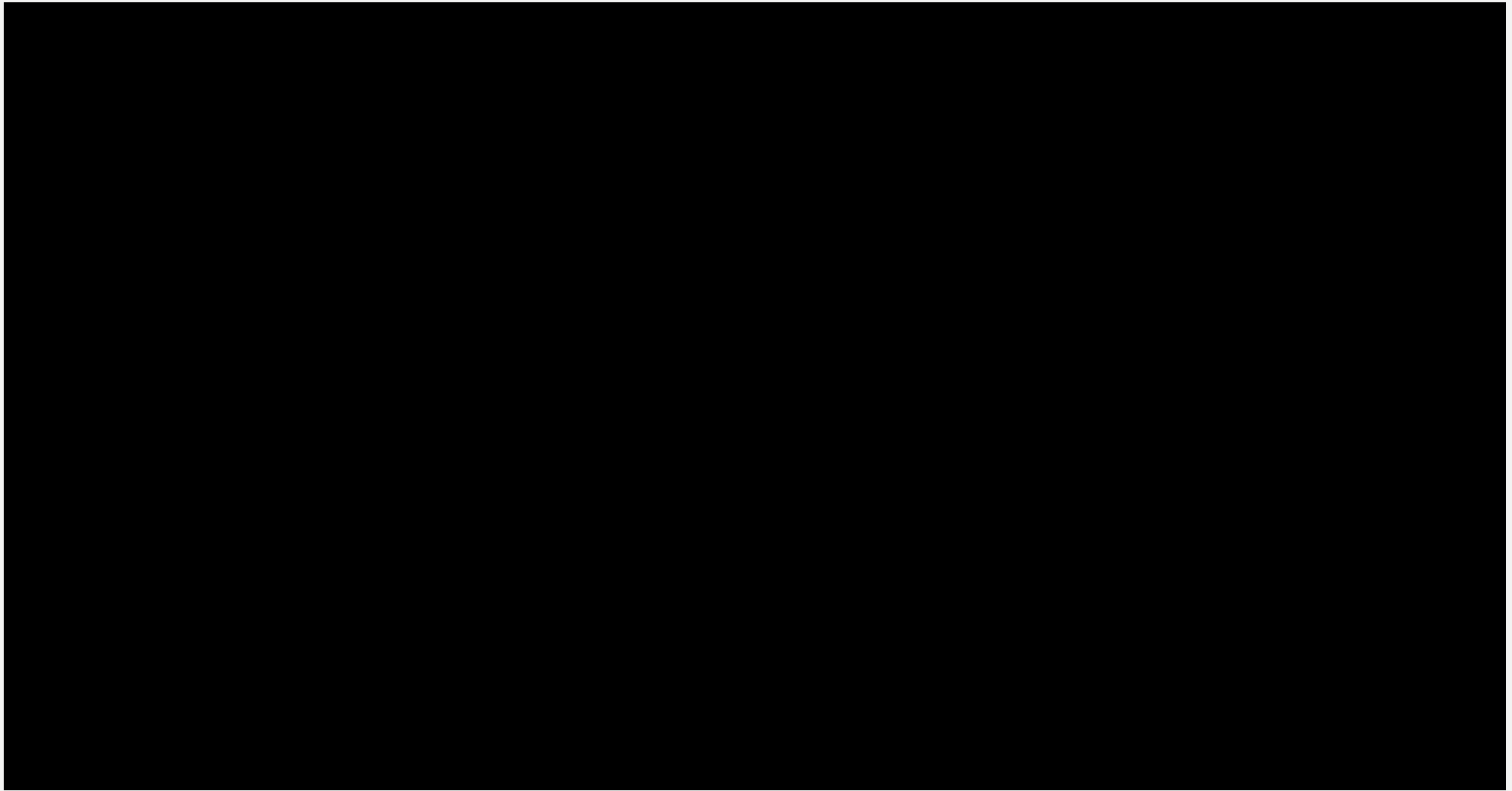
CHALLENGES

- Unity project files are HUGE.
- Food was a large priority.
- Keeping up with each other on Trello
- Unit testing for our particular project
- Auto-walk: liked to walk into the sky and through walls



PROJECT DEMO

LET'S PLAY BIT-MAN!



https://www.youtube.com/watch?v=_4Callat0GA&feature=youtu.be