

To The Sky

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Version 1.0

Fei Hoffman

Setup Development Environment

Team Maui Waui will be developing the game, “To The Sky”, using Unity, a game engine, and Visual Studio, an integrated development environment. A GitHub repository is being used for all members of the team to access the current development files. Our project does not require the use of a database since we are using Steam, a video game digital distribution service and storefront. Steam will handle all purchases so we do not require a database to store clients personal information. All data relative to a user’s in-game progress is saved on their computer and automatically backed up on SteamCloud.

GitHub Names:

Ian Dos Santos - RosianPolar

Tom Lee - tomkwee

Alyssa Faiferlick - AFaiferlick

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Pouya Tavakoli - PouyaT98

Fig 1: “To The Sky” github repository’s home page

The screenshot shows the GitHub repository page for 'To The Sky' by user RosianPolar. The repository is private and has 1 star, 0 forks, and 1 starred. The main branch is 'main' with 2 branches and 0 tags. The repository contains a README.md file, which is the selected file. The README.md file is titled 'To The Sky' and describes the game as a top-down puzzle-adventure game with an emphasis on turn-based tile movement around maze-like environments. The repository also includes a table of files and their commit history.

File	Commit	Time
Assets	Update Grass.mat	17 hours ago
Packages	Added Initial Files	3 days ago
ProjectSettings	Testing stuff	3 days ago
.gitattributes	Initial commit	3 days ago
.gitignore	Update .gitignore	3 days ago
README.md	Update README.md	17 hours ago

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Fig 2: Unity Game Engine scene view with a cube and a floor

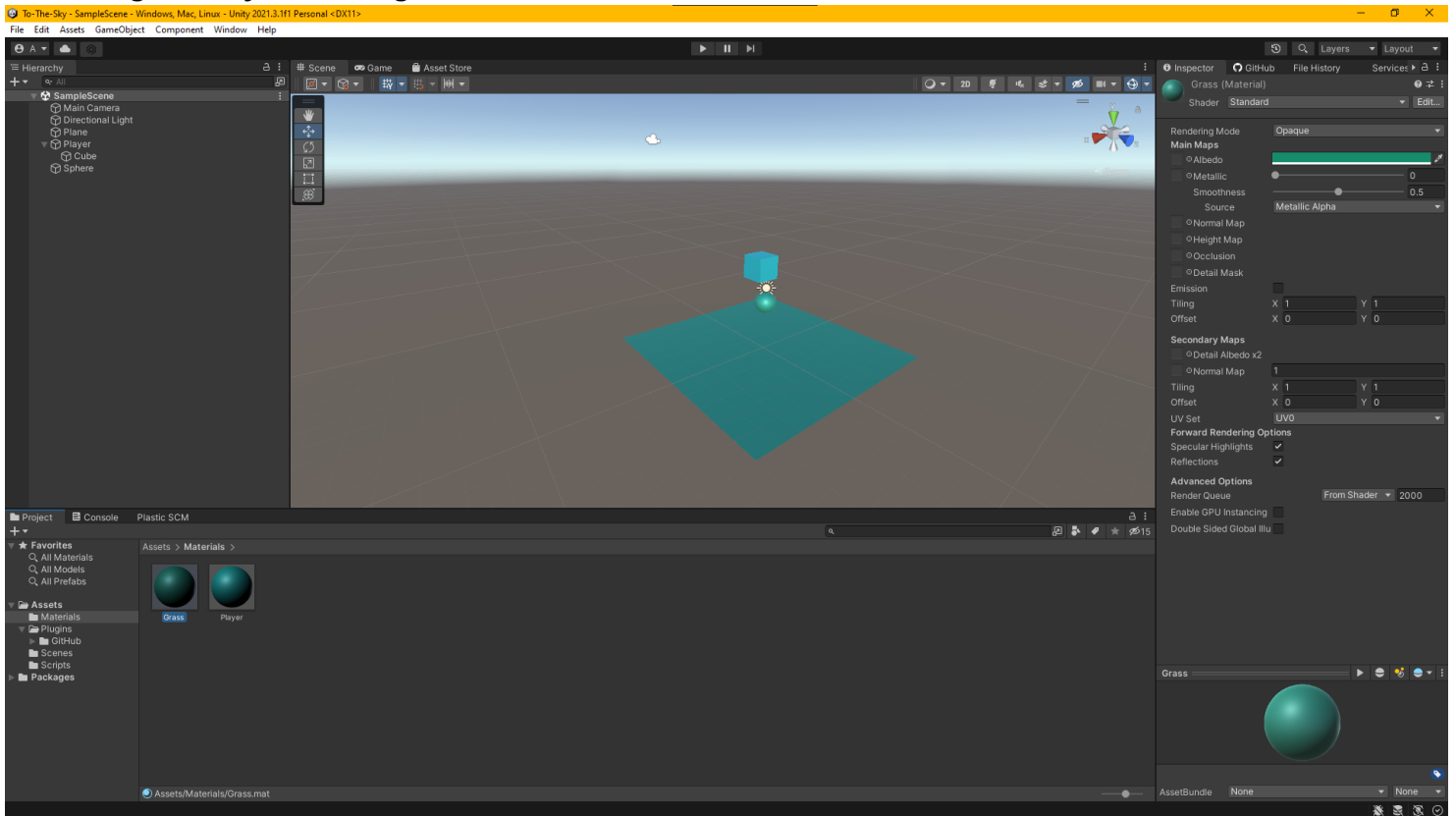


Fig 3: C# Script for cube's behavior being edited in Visual Studio

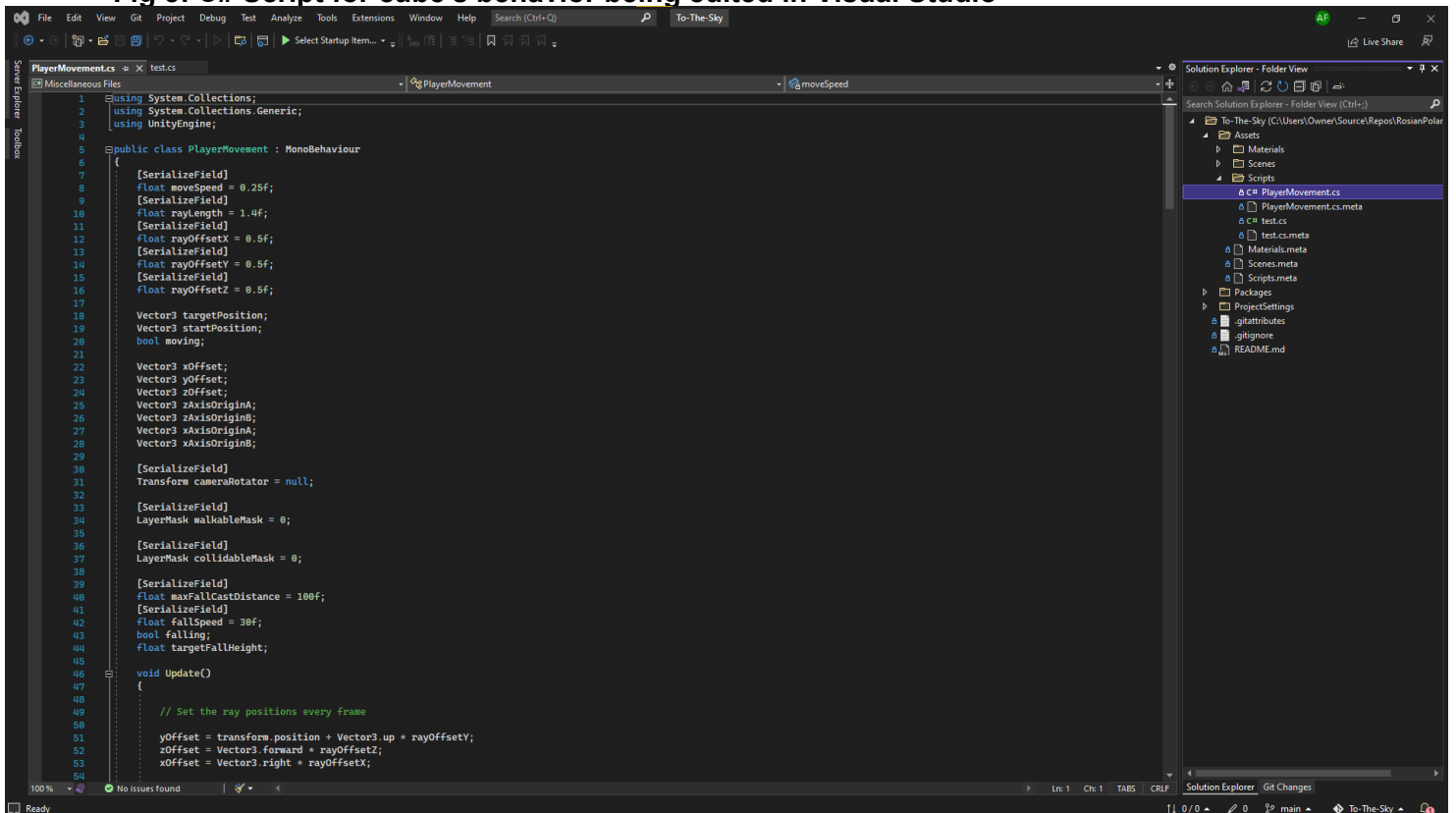


Fig 4: Manual Use of SteamCloud (this process is usually automated)

