

UCSC RUN!

Team LargeSoda

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Opportunity

- Instead of browsing plain and boring web pages, this game would be an attractive media for introducing the whole campus.
- What we want to do is create an ‘advergame’ for the campus--by this game, people who play it will learn features of every college in the UCSC.

Cowell College

Cowell College inaugurated the Santa Cruz campus when it opened with a pioneer class of 600 students in 1965. The founding faculty shaped an educational program that challenged and enriched students through wide-ranging inquiry and disciplined study. Today, Cowell has more than 1,500 affiliated students and over 90 faculty fellows. Its motto—The Pursuit of Truth in the Company of Friends—expresses a continuing commitment to create a serious academic environment within a humane and broadly inclusive community. The college is named for the S. H. Cowell Foundation, which endowed the college at its founding.

Academic Emphases

The academic theme of the college encourages students to pursue their general and disciplinary study with attention to the values of liberal arts education: understanding one's individual perspectives by exploration of one's historical background and world context. Students affiliated with the college pursue majors from all departments on campus.

In satisfying their general education requirements, first-year Cowell students are required to take the Cowell core course in the fall term. The core course is taught in small seminar sections and seeks to develop critical reading, analytical writing, and seminar discussion skills by reading a selection of classic and contemporary texts focused on the theme of justice.

Enrichment courses are offered every term at the college, and priority is given to Cowell students. Some courses emphasize the development of skills such as public speaking or researching in library collections. Some courses take a broader perspective, examining the role of education in democracy or the epistemological bases of our judicial system.

The college also enriches the intellectual and cultural life of the campus by sponsoring events of various kinds: lectures and presentations by local faculty and visiting scholars, theatrical and musical performances, and forums and debates on topics of current interest.

Students who develop ideas for research, creative projects, community service, or internship experiences may apply to the college provost for financial support. The college also awards several annual scholarships and sponsors prizes for outstanding academic work.

The faculty fellows affiliated with the college represent all academic divisions (arts, engineering, humanities, physical and biological sciences, and social sciences). The faculty fellows guide the college academic programs and often contribute to the college-based advising system.

The college academic buildings house humanities faculty, with notable concentrations in philosophy, classics (study of ancient Greek and Latin language and civilization), and modern foreign languages, especially Chinese, French, Italian, Russian, German, and Japanese. Interdisciplinary faculty groups in visual and performance studies and in pre-and early-modern studies are centered at Cowell College.

GOALS

- Create an Endless running game that includes every college from UCSC.
- Pixelize some famous buildings at UCSC!
- Set challenge boards in the game so that players can unlock various 'secret' information about the campus.

SPRINT1

1. User Story:

- [10]As a {Player}, I want to have a controllable character
- [9]As a {Player}, I want to have an endless scrolling platform and background
- [7]As a {Player}, the game should be able to restart by pressing some buttons on the keyboard

2. Spikes

- Learning how to use phaser to visualize the game.
- Learning how to use github.

3. Infrastructure Tasks

- Initialize git repo.

SPRINT2

1. User Story:

- [6]As a {Player}, I need some randomly generated challenges.
- [6]As a {Staff from UCSC}, I want it could include some UCSC buildings into the game.
- [5]As a {Player}, I need something like scoreboard to record my score.
- [5]As a {Player}, I want the game have a title and a gameover states.
- [4]As a {Player}, I want audio, image and animations are all included in the game.
- [4]As a {Player}, I want there is no obvious bug in the game.

2. Spikes

- Learning how to build and use database.

3. Infrastructure Tasks

- Build up database.

SPRINT3

1. User Story:

- [4]As a {Player}, the game should be polished.
- [2]As a {Player}, I might want multiplayer function on this game.
- [2]As a {Player}, I want my score could be stored online inside a leaderboard.

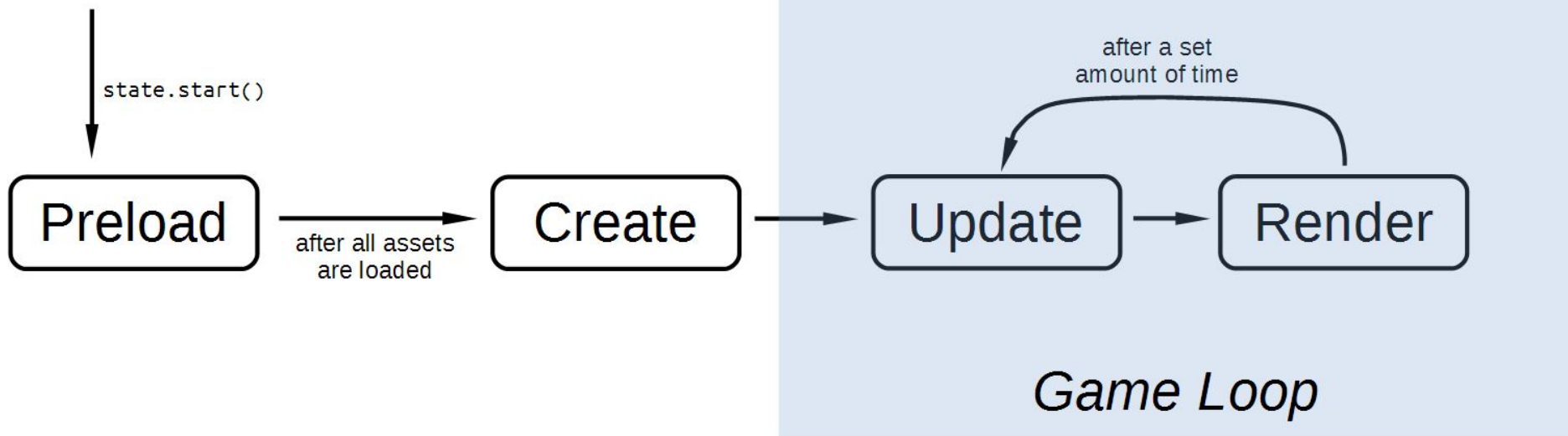
2. Spikes

- Learning how backend calls for multiple connected users works in phaser for multiplayer.

3. Infrastructure Tasks:

- Obtaining tools for saving data for free

Architecture

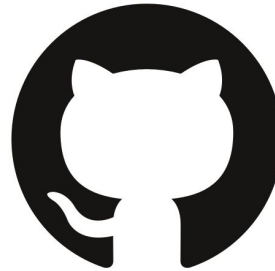


CHALLENGES

- Learning Javascript and Phaser framework.
- Making sure the clear division of work.
- Associating phaser with local storage.
- Polishing

TECHNOLOGY

- JavaScript
- Phaser CE
- Github
- Discord
- Pure Data
- Logic Pro X



Minimum Viable Product

- A Endless Runner game with scoreboard, decent artworks, audio and animations without any obvious bugs.