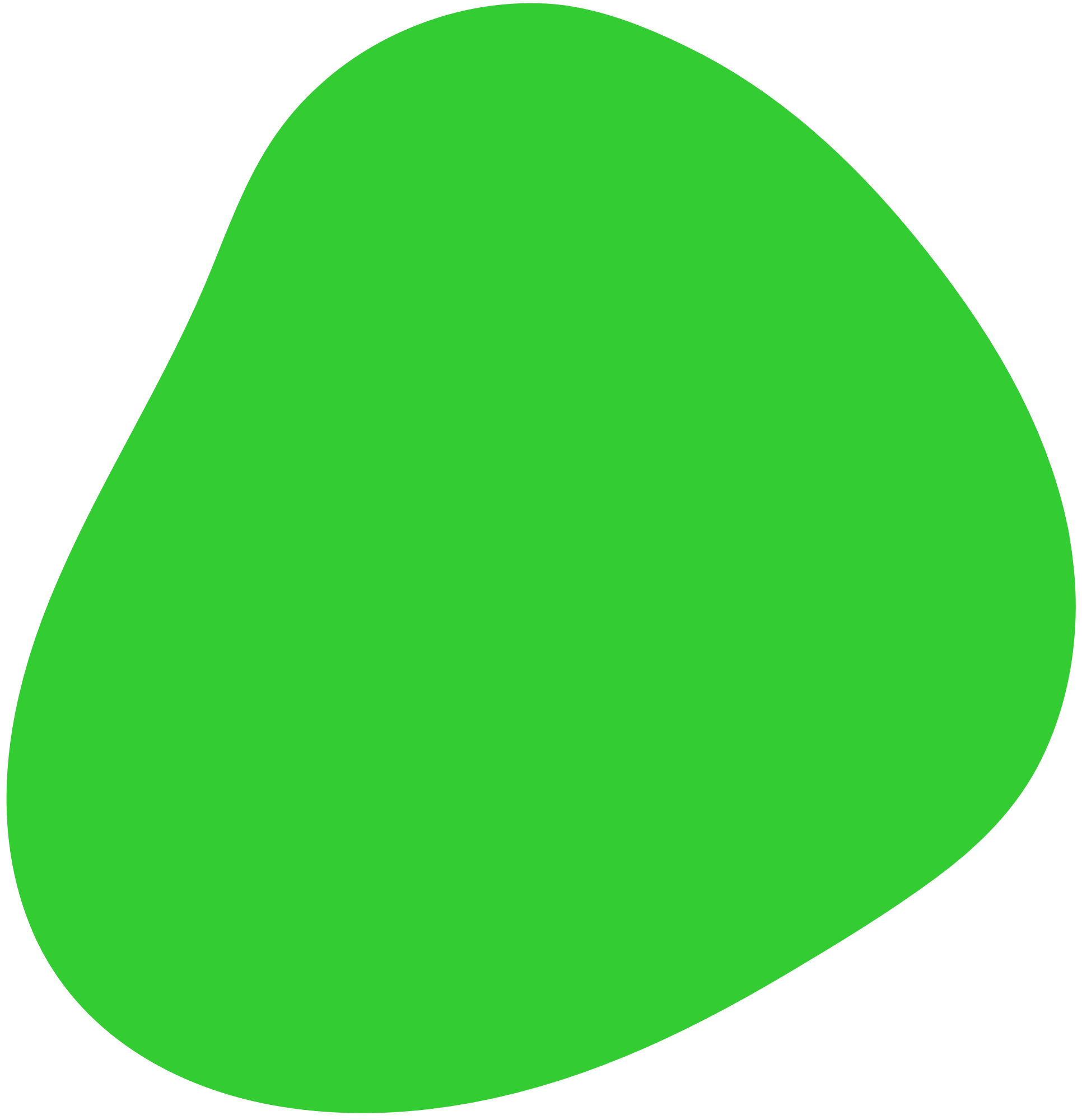


pROJECT dOCUMENTATION



Soultern

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# 1. Team

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# 2. ENCOUNTERED DIFFICULTIES

**During our work process, we didn’t encounter many pr oblems and issues with our teamwork. As per encountered difficulties, only one that we met is the limited time to finish in time and have a good-enough product to offer.**

|  |
| --- |
| Difficulty: |
| 10-Very Difficult / 1 – Not Difficult |

|  |  |
| --- | --- |
| Communication | 2/10 |
| Teamwork | 1/10 |
| Code | 2/10 |
| Role Distribution | 1/10 |

# 

# Used programs and languages

## C#

C# is a general-purpose language, used for programming lots of applications and programs.

## Unity

Unity is a game engine, which utilizes C# and is popular among game developers. We used it, so we could create our game quickly and nicely with minimal bugs and errors.

## Visual Studio Code

Visual Studio Code is a freeware source-code editor made by Microsoft. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Visual Studio Code

## Word

Microsoft Word or MS Word (often called Word) is a graphical word processing program that users can type with. It is made by the computer company Microsoft. Its purpose is to allow users to type and save documents. We used Word to create this documentation.

## 

## PowerPoint

PowerPoint is a complete presentation graphics package. It gives you everything you need to produce a professional-looking presentation. PowerPoint offers word processing, outlining, drawing, graphing, and presentation management tools- all designed to be easy to use and learn.

# Resume

Hey there! We are Control Break™. We created the game Soultern. The main point of the game is to immerse the player in a magic world. We tried to make our design as straightforward and pleasing to the eye as possible. We achieved this by using pixelart for almost every object or scene/background.

# Idea

When the team gathered for the first time, we started thinking about what we had to do. After lots of ideas and proposals we chose to do a game that’s set in a magic world, in the 2nd dimension. The game revolves around an evil power, and pumpkins, who play the role of minions. The goal is simple: Get home alive.

# Workflow

As for the working progress- It went smoothly, without major problems. Even though we had some disagreements during our work regarding colors and style, we knew what we were trying to do in the long run, and accomplished it.

# CONCLUSION

In the end, we clearly knew, if we had more time, we would have done much more and better.. We learned a lot about new technologies and instruments, especially Unity(Unity), C#, general design and writing. The work journey was quite enjoyable, yet under pressure, and we also learned a lot about teamwork, time and repository management.