



Existential

STUDIO BLUEBOX

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Team 1: Studio Bluebox

Edit

Manage topics

46 commits

1 branch

0 packages

0 releases

5 contributors

Branch: master










New pull request

Create new file

Upload files

Find file

Clone or download

 torighring	initial inventory button	Latest commit 8abd4fa 11 hours ago
 Agendas	Edits and File Management	15 days ago
 Documents	Added Presentation	13 hours ago
 Existential	initial inventory button	11 hours ago
 Team Leads	More file management	2 days ago
 .DS_Store	Added Presentation	13 hours ago
 .gitignore	Update .gitignore	15 hours ago
 README.md	Update README.md	24 days ago
 test.txt	test add sprite vball	15 hours ago





Sydney Petrehn and Sydney Petrehn Added Presentation



Latest commit 703cc6d 13 hours ago

..



Champions

Changes for File Management

13 hours ago



Gant Chart

Changes for File Management

13 hours ago



GitHub How To

Changes for File Management

13 hours ago



Presentations

Added Presentation

13 hours ago



RFP

Changes for File Management

13 hours ago



.DS_Store

Added Presentation

13 hours ago



StudioBlueBoxCodingStandards-Group.pdf

Changes for File Management

13 hours ago


















logo-Group.gif

Changes for File Management

13 hours ago



 torigehring	initial inventory button	Latest commit 8abd4fa 11 hours ago
..		
 Assets	initial inventory button	11 hours ago
 Existential_Data	Initial game upload for testing	2 days ago
 Library	initial inventory button	11 hours ago
 Logs	push	15 hours ago
 MonoBleedingEdge	adding missing game files	2 days ago
 Packages	push	15 hours ago
 ProjectSettings	initial inventory button	11 hours ago
 Temp	initial inventory button	11 hours ago
 .DS_Store	Changes for File Management	13 hours ago
 Existential.exe	adding missing game files	2 days ago
 UnityCrashHandler64.exe	adding missing game files	2 days ago
 UnityPlayer.dll	adding missing game files	2 days ago
 WinPixEventRuntime.dll	adding missing game files	2 days ago
 test.tt	initial inventory button	11 hours ago

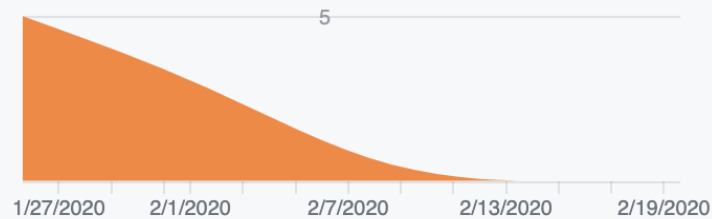




Strehn

8 commits 65 ++ 2 --

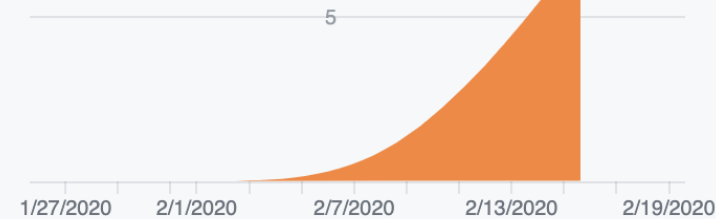
#1



torigehring

7 commits 119,762 ++ 23,635 --

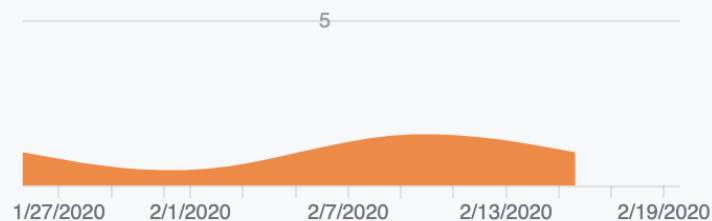
#2



hink0402

4 commits 91 ++ 0 --

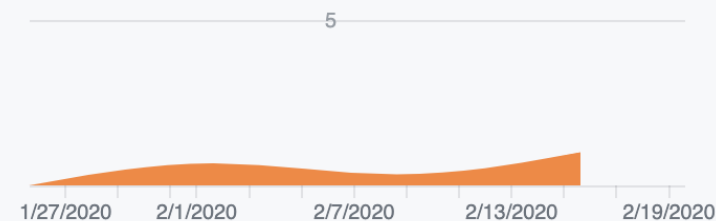
#3



ronald-keating

2 commits 7,869 ++ 4,843 --

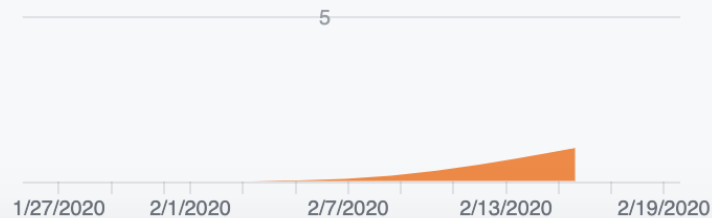
#4



taeganw

1 commit 324 ++ 1 --

#5



	predicted time(hrs)	time spent(hrs)	Status	key	complete	this week	planned		
Sydney					1	2	3	4	5
1. Requirements Collection	2		this week						
2. Program Player Controls	4		planned				1		
3. Implement Player Controls	4		planned						
4. Test Player Controls	2		planned						
5. Design Level	4		planned				1		
6. Program Level	10		planned						
7. Test Level	4		planned						
8. Document Level	7		planned						
totals	37	0							
Sam									
1 .Story Script	10		planned						
2. Menu Design	6		planned						
3. Programming	7		planned						
4. Testing	5		planned						
5. Documentation	6		planned						
6. Installation	2		planned						
totals	36	0							
Taegan									
1. Collect Sound Samples	8	1	this week						
2. Edit Sounds	2		planned						
3. Link Sounds to Scenes	4		planned						
4. Change volume Feature	5		planned						
5. Link Sounds to Movement	3		planned						
6. Quality Test	4		planned						
7. Documentation	2		planned						
8. Popup Support Menu	5		planned						
totals	33	1							
Tori									
1. Design inventory	2		complete						
2. Implement inventory design	6		planned				1		
3.Program interactable items for inv	6		planned						



Ronnie			
1. Design terrain	5	planned	
2. Design sprites	8	planned	
3. Test sprite layout	2	planned	
4. Implement sprites and terrain	12	planned	
5. Test sprites and motion	4	planned	
6. Document sprites	1	planned	
7. Design level	4	planned	slack
8. Program level	10	planned	
9. Test level	4	planned	
10. Document level	1	planned	

totals	51	0
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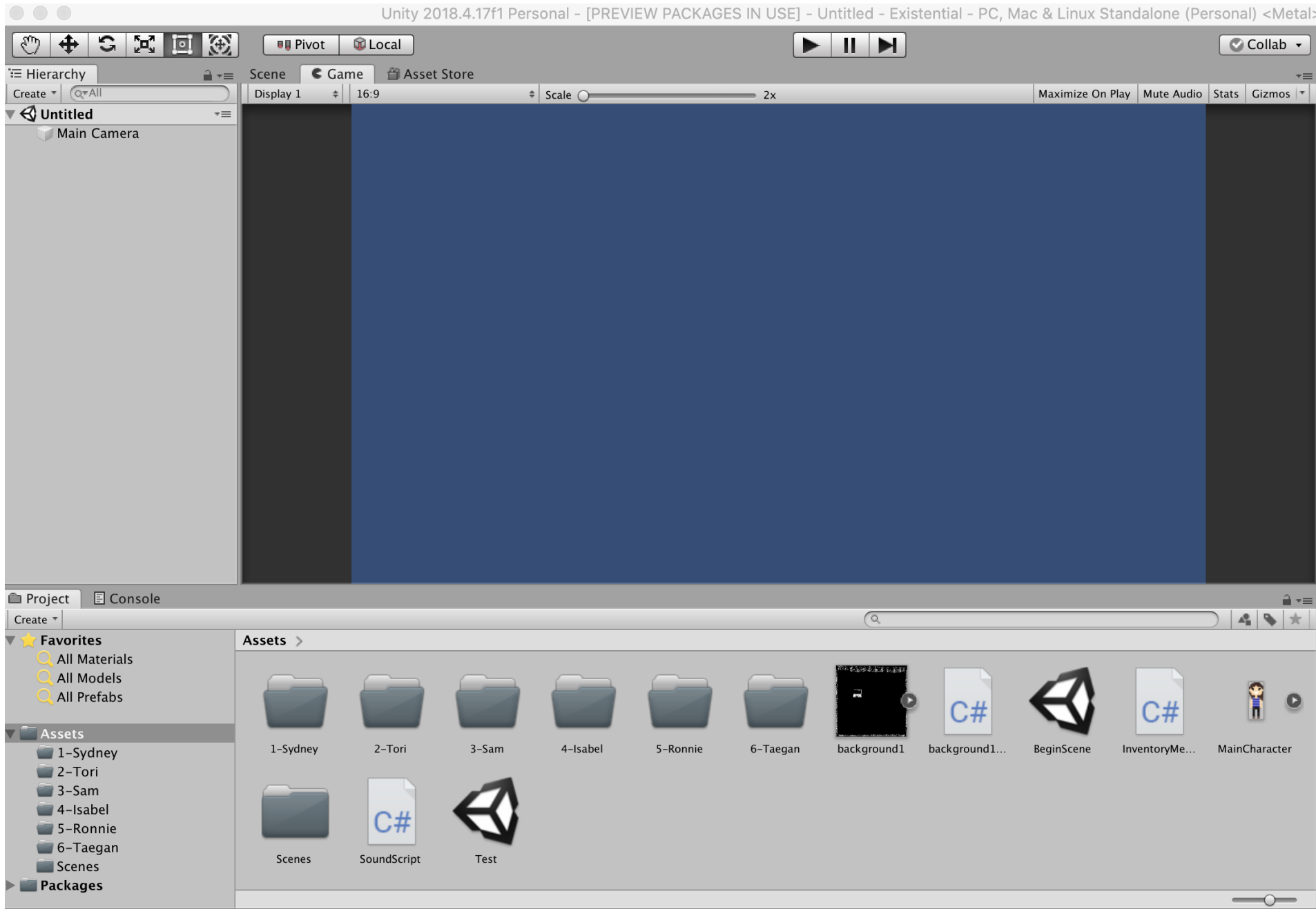
Isabel			
get input from group on			
characteristics for characters	2	planned	
sketch all characters (7 min)	3	planned	
digitally design main character	2	1 complete	
define each player's movements	3	planned	
export main character in unity	1	1 complete	
design level (?) layout	3	planned	
write script for level (?)	1	planned	



COST

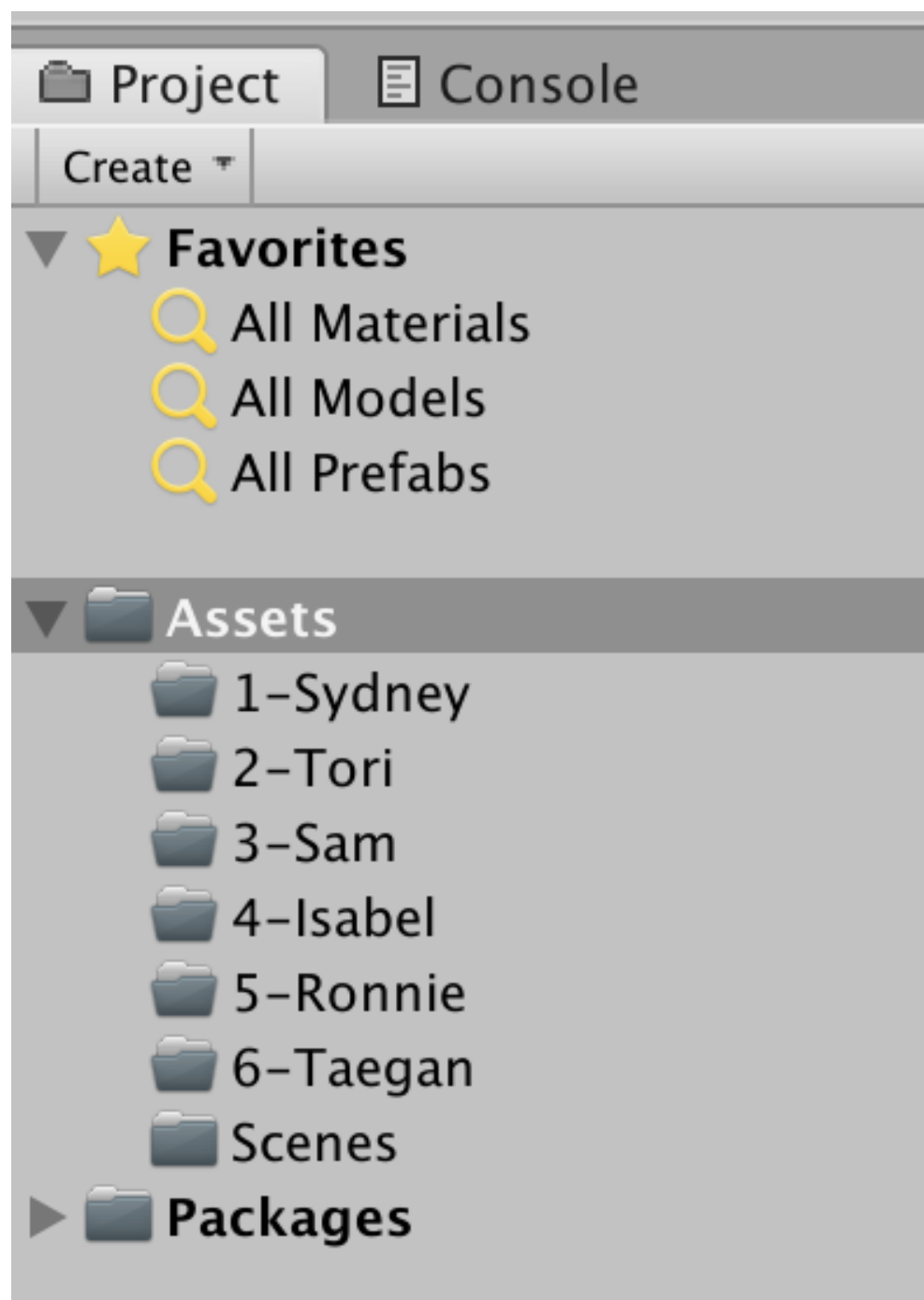
group totals (hrs)	158	1
group totals (\$)	\$15,800.00	\$100.00



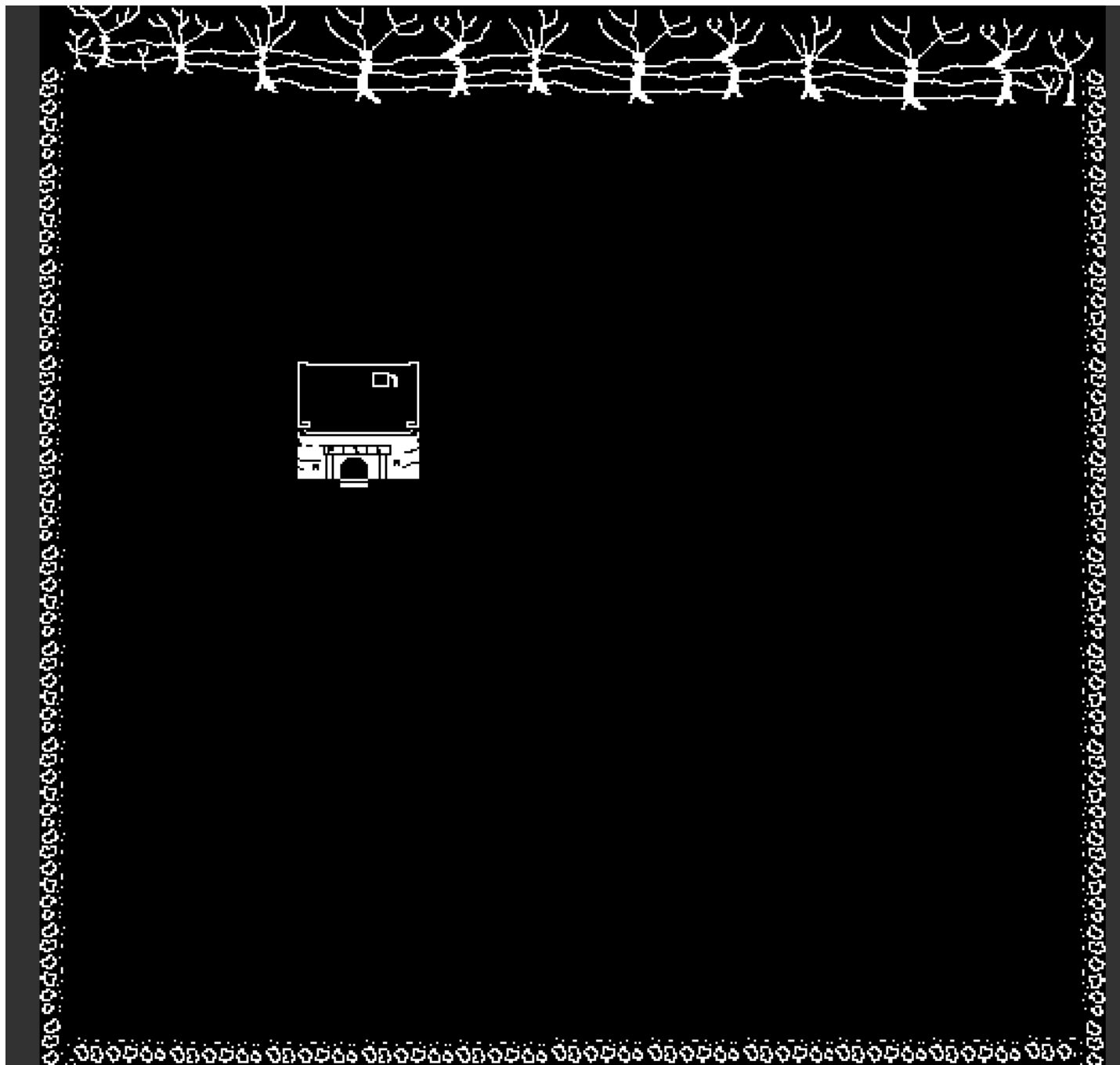


Overview









```
> InventoryMenuButton.cs x
o selection
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
6  public class InventoryMenuButton : MonoBehaviour
7  {
8      // Start is called before the first frame update
9      void Start()
10     {
11         // Always show the canvas so the player can see the button
12         GetComponent<Canvas>.enabled = true;
13     }
14
15     // Update is called once per frame
16     void Update()
17     {
18
19     }
20
21     public void GoToInventory(){
22         Debug.Log("Going to inventory screen");
23         // Will add scene later SceneManager.LoadScene();
24     }
25 }
26
```



No selection

```
1  ⚡  [-] using System.Collections;
2      using System.Collections.Generic;
3      using UnityEngine;
4
5  [-] public class SoundScript : MonoBehaviour
6  {
7      // Start is called before the first frame update
8  [-] void Start()
9      {
10
11     }
12
13     // Update is called once per frame
14  [-] void Update()
15     {
16
17     }
18 }
19
```

