



Existential
STUDIO BLUEBOX

Team 1: Studio Bluebox

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Manage topics

40 commits

1 branch

0 packages

0 releases

5 contributors

Branch: master










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	ronald-keating Added background image and background boundaries script for scene 1	Latest commit a6afb89 15 minutes ago
 Agendas	Edits and File Management	14 days ago
 Existential	Added background image and background boundaries script for scene 1	15 minutes ago
 General Documents	Name Changes	yesterday
 Team Leads	More file management	yesterday
 .DS_Store	Pulled Existential for testing	yesterday
 .gitignore	Update .gitignore	1 hour ago
 README.md	Update README.md	23 days ago
 test.txt	test add sprite vball	1 hour ago



 Sydney Petrehn and Sydney Petrehn Name Changes		Latest commit 775f6f7 yesterday
..		
 Champions	Name Changes	yesterday
 Gant Chart	Name Changes	yesterday
 GitHub How To	Name Changes	yesterday
 Presentations	File Management	yesterday
 RFP	File Management	yesterday
 .DS_Store	Name Changes	yesterday
 StudioBlueBoxCodingStandards-Group.pdf	Add files via upload	10 days ago
 logo-Group.gif	Name Changes	yesterday



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-  Issues 0
-  Pull requests 0
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-  Projects 0
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Branch: master ▾















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History

 ronald-keating	Added background image and background boundaries script for scene 1	Latest commit a6afb89 17 minutes ago
..		
 Assets	Added background image and background boundaries script for scene 1	17 minutes ago
 Existential_Data	Initial game upload for testing	yesterday
 Library	Added background image and background boundaries script for scene 1	17 minutes ago
 Logs	push	1 hour ago
 MonoBleedingEdge	adding missing game files	yesterday
 Packages	push	1 hour ago
 ProjectSettings	Added background image and background boundaries script for scene 1	17 minutes ago
 Temp	Added background image and background boundaries script for scene 1	17 minutes ago
 .DS_Store	changes	yesterday
 Existential.exe	adding missing game files	yesterday
 UnityCrashHandler64.exe	adding missing game files	yesterday
 UnityPlayer.dll	adding missing game files	yesterday
 WinPixEventRuntime.dll	adding missing game files	yesterday

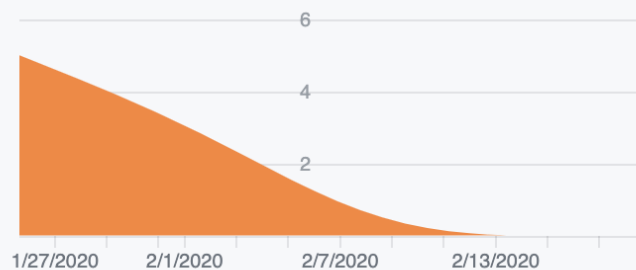




Strehn

8 commits 65 ++ 2 --

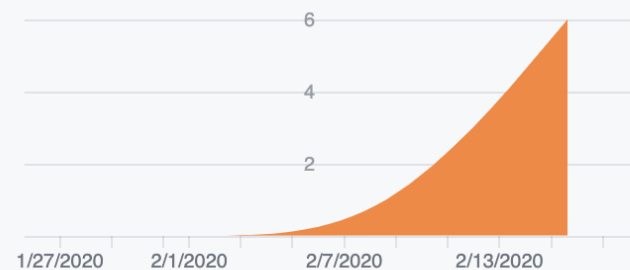
#1



torigehring

6 commits 114,128 ++ 15,536 --

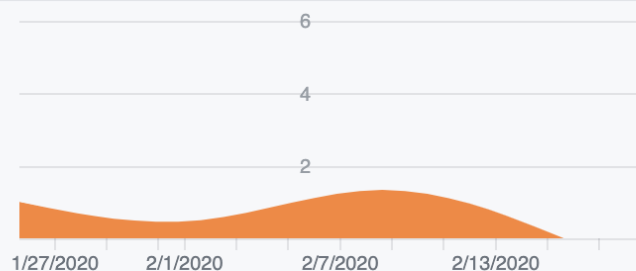
#2



hink0402

3 commits 0 ++ 0 --

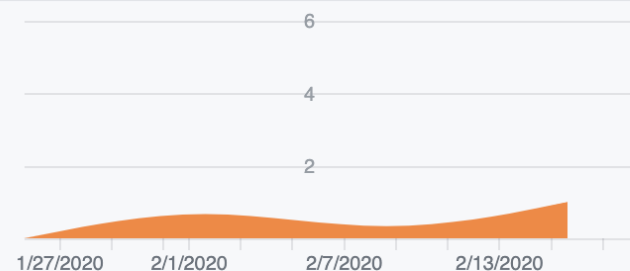
#3



ronald-keating

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

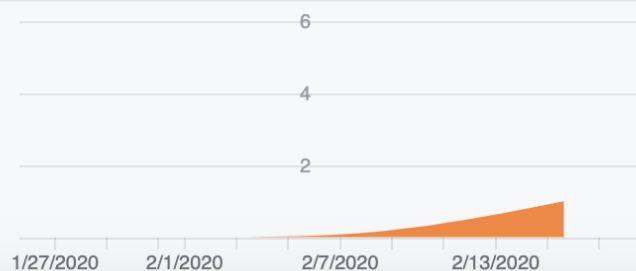
#4



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						



planned		
totals	52	0
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
8. Program level	10	planned
9. Test level	4	planned
10. Document level	1	planned

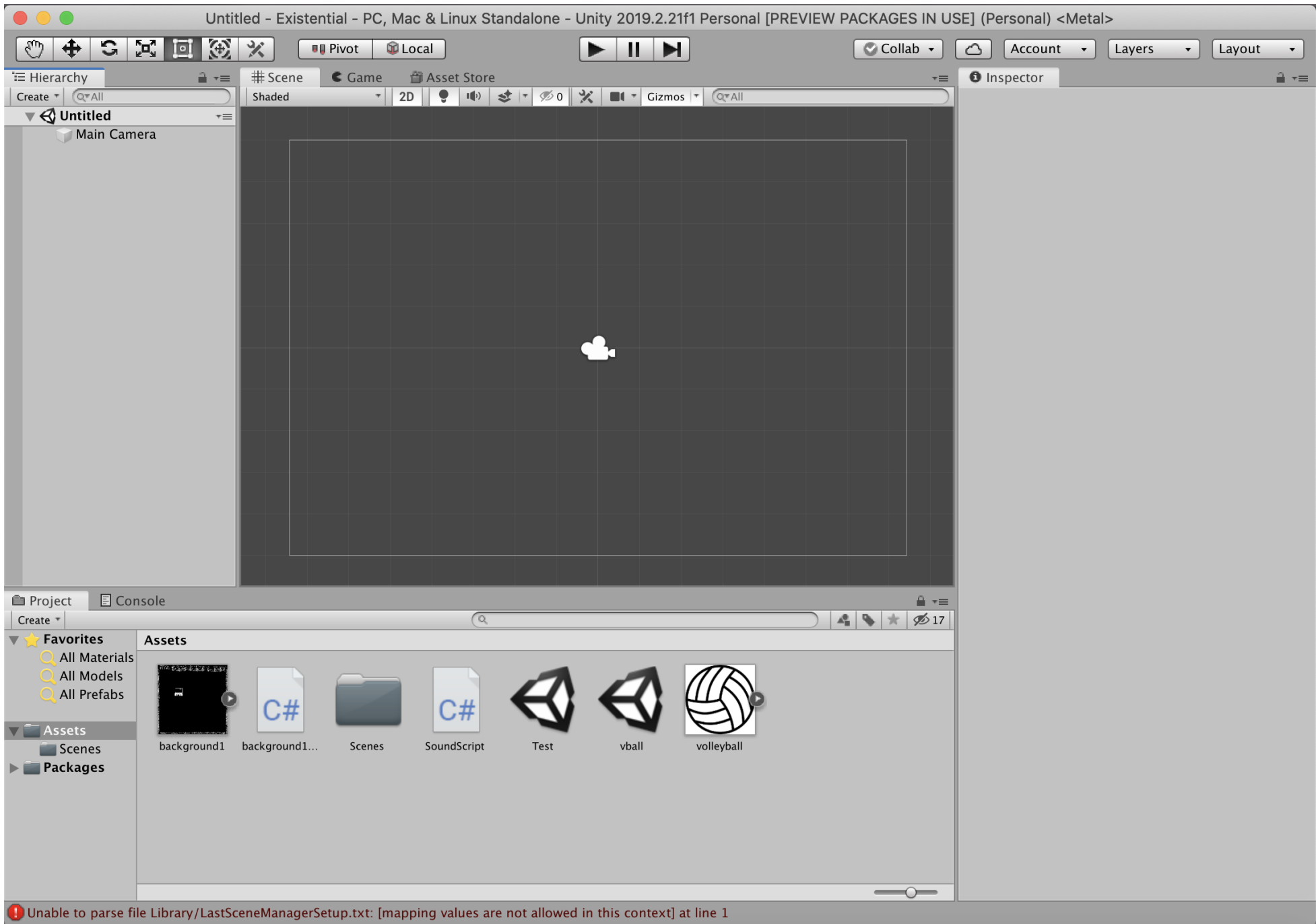
totals	51	0
Isabel		
get input from group on		
characteristics for characters	2	planned
sketch all characters (7 min)	3	planned
digitally design all characters	7	planned
define each player's movements	3	planned
export characters as players in game	2	planned
design level (?) layout	3	planned
write script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



COST

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





Overview

