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I started this year by setting up the version control system we would use. The first hurdle in this process was finding a remote to use, because the district had blocked Github, Bitbucket, Gitlab, and other similar services on district devices and networks. This meant I had to create a custom solution. To do this, I utilized Oracle's Cloud Infrastructure service to set up a free VPS, which hosted the server that we connected to for remote access.

In addition to hosting my class's git repository, I also added the other class to the remote server as well, so they would have access to git. By the end of the year, I also added the 13 videogame programming 1 teams to this remote as well, so they could use git for their projects. For my class, the other VGP 2 class, and the VGP 1 teams, I did in person workshops on how to use the software.

In addition to managing and troubleshooting the version control system, I also was responsible for the inventory and modules system. The inventory itself underwent 4 refactors since the beginning of the year. The initial inventory system was created by another team member, but it had some backing issues that would not support all the features we wanted to include. This was redone to allow for modules and scrap. The next 2 refactors were visual ones, that changed the layout of the inventory to better fit with the game. The final refactor involved changing the way the items were represented internally.

Modules was our name for upgrades that can be applied and removed to the player to upgrade the player character. Modules come with a variety of effects, including increasing speed, health, pressure regeneration, and money modifiers.

