Managing Projects With Github

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HND Interactive Media Year 2
Interactive Media Teamwork

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Task 1 – P 1.1

Identify client requirements by listing the features you would like to implement in your software project. You need to identify at least 10 functionalities to be implemented. To achieve this task, include a list of 10 functionalities that were implemented as part of your CIDP assignment, or mention 10 functionalities from a software project of your choice.

Player Jump

The player can jump to avoid obstacles either by scroll clicking, space button or clicking on the up button on the on screen console.

Player Move left

The player can move leftwards until he hits the barriers, which are different for each level. Obstacles or collectibles spawn up until this point as well. This can be done by clicking the left button or pressing the left arrow on your keyboard.

Player Move right

The player can move rightwards until he hits the barriers, which are different for each level. Obstacles or collectibles spawn up until this point as well. This can be done by clicking the right button or pressing the right arrow on your keyboard.

Keyboard Control

The game can be played using the left and right arrows and space bar on your keyboard.

Console Control

The game can also be played by clicking on the console which is displayed on screen.

Mega size

One feature of the game is the ability of increase the size of the player by picking up the mega size power up (the red rotating cube). This feature lasts for a limited amount of time, after which the player will restore the size it was before the power up was collected.

Mini size

Another power up is the mini size (blue rotating cube). This power up works in the same way as the mega size, however on the contrary of the mega size, it decreases the player's size.

Super Jump

The super jump gives the ability to the player to jump higher than the normal jump. This power up also has a limited amount of time, after which the original jump height is restored.

Obstacles

The objective of the game is to avoid the obstacles to stay alive and collect cans to clean the environment.

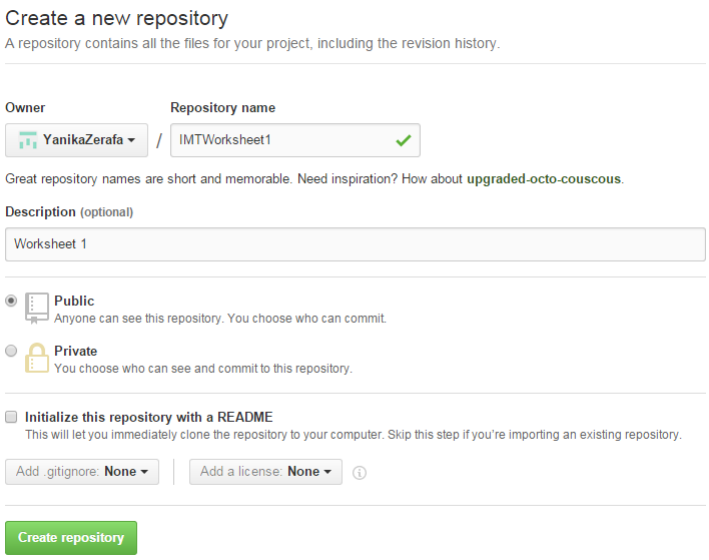
Animation on trigger

3D models are animated when the player collects power ups. The models are 3D text and are different for each powerup.

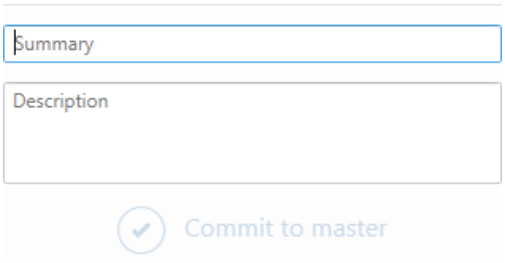
Task 2 – 1.2

Define and analyse target group to identify user needs by familiarizing yourself with the communication tools available in Github. To do this, please define the following terms in the context of git: Repository, Commit, Issue, Sync, Add & Pull request. Once you have defined the above, explain which one of the above features would be useful to create a list of requirements as requested by users.

Repository - A repository is a 'folder' that contains your projects. It also stores the changes made on the files in it. Repositories can be viewed by public or can be kept private.



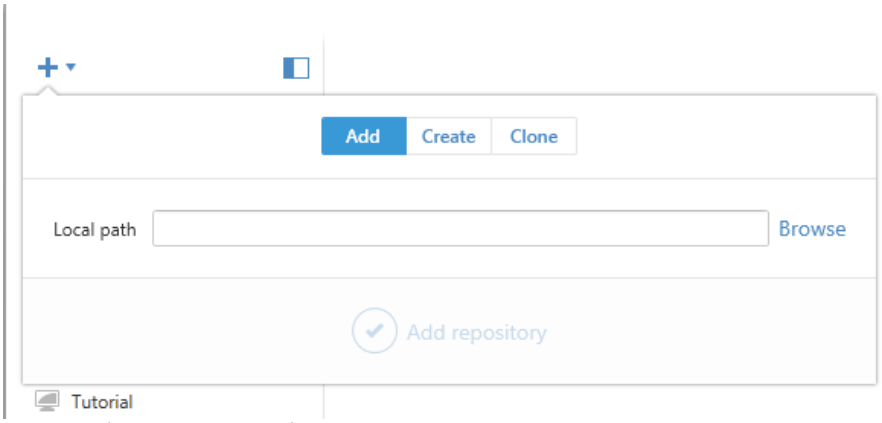
Commit - Commit means when you change something in a file and the GitHub records the change. The file is then updated upon commitment and a description of what is changed is usually kept.



Issue – Issues in GitHub is a way keeping track of any problems that are encountered in the project. This section is accessible by the whole team working on the project. Using issues you can keep track of

Sync - Git Sync is when you synchronize the files from the desktop app so that every update is recorded and amended online as well.

Add – Add can refer to two different things. In the Desktop Application, add is when you have a folder which is already a repository on your pc, and you find its path through the desktop app so you can continue working on it as shown below.



Secondly, there is the 'Add Command'. This command is used to update the index, a structure tree of the workflow.

Pull request – This feature allows the participants of a project to ask for changes. Instead of amending the changes right away, these have to be accepted and

Once you have defined the above, explain which one of the above features would be useful to create a list of requirements as requested by users.

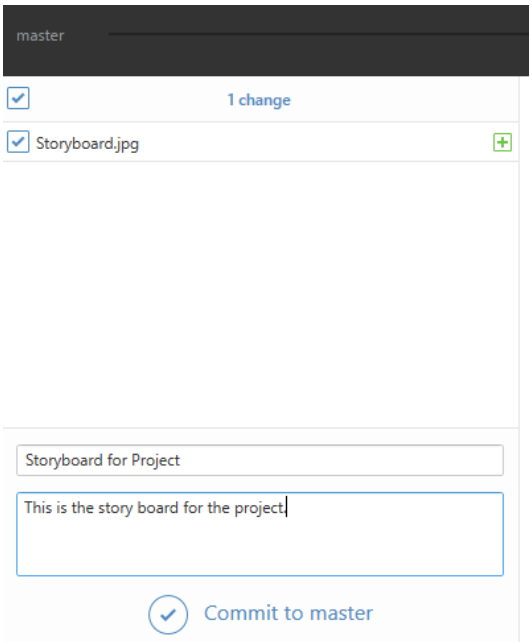
Issues in Github are the best way for users to communicate and submit comments about any questions or requirements they would have about the project. This system easy for both viewer and owner to work around with and it is also very organized.

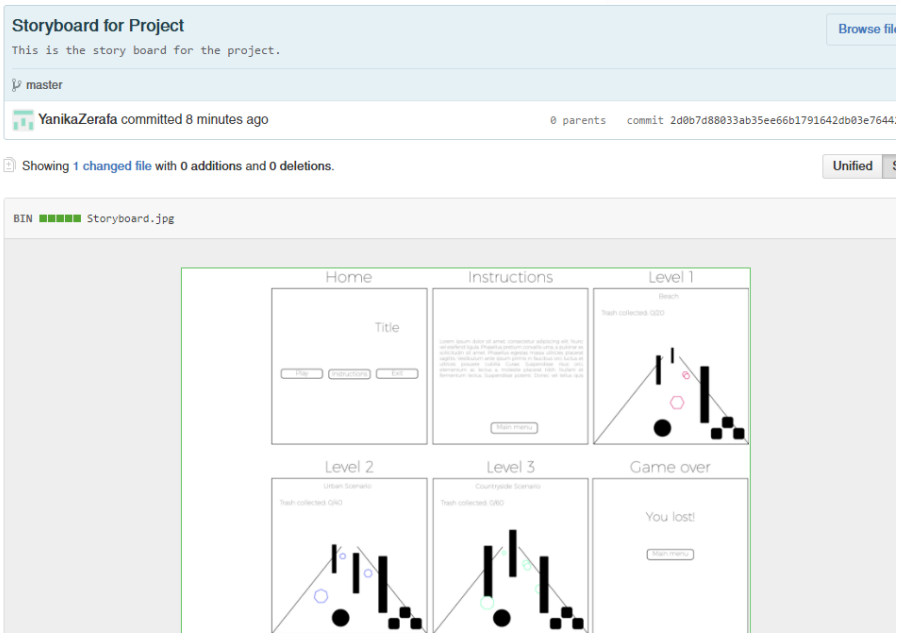
Task 3 – (P1.3)

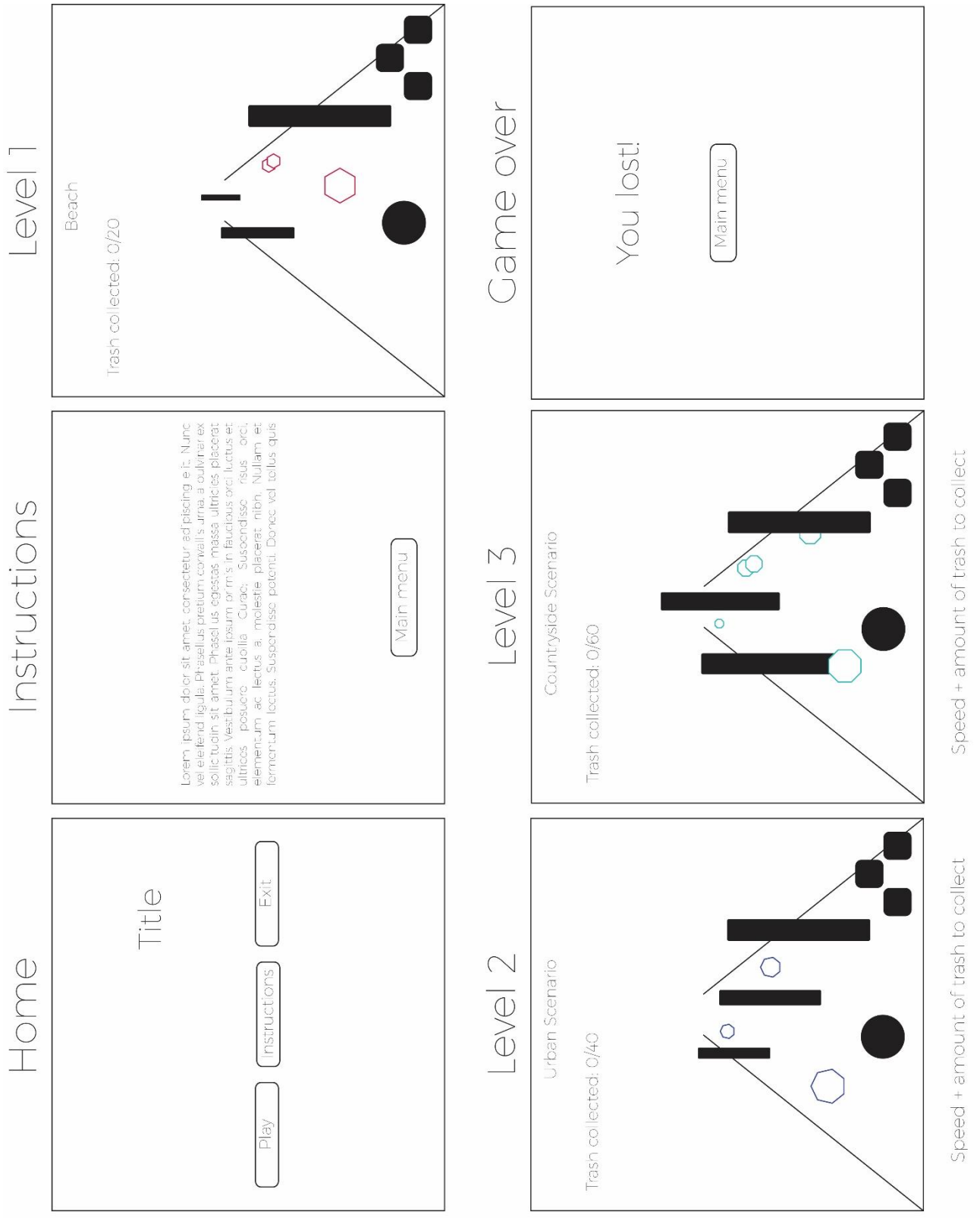
Clarify your creative intentions by creating a clear storyboard for your entire application. This should be a sketch of each screen in the application. You may use any authoring tool to build these screens. Save this work in a 'storyboard' folder in your project. To achieve this task, you must include the following items:

- *A printed storyboard, which clearly shows the sequence of events in the application you wish to develop in your documentation*
- *A link to the relevant commit where you uploaded this storyboard on your Github page.*

Link:
https://github.com/YanikaZerafa/GithubAssignment/commit/2d0b7d88033ab35ee66b1791642db03e76442d3d






Home
Title
Play
Instructions
Exit
Instructions
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc vel eleifend ligula. Phasellus pretium convallis urna a pulvinar. Sollicitudin sit amet. Phasellus egestas massa ultricies placerat sagittis. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Suspendisse risus orci, elementum ac lectus a, molestie placerat nibh. Nullam et fermentum lectus. Suspendisse potenti. Donec vel tellus quis
Main menu
Level 1
Beach
Trash collected: 0/20
Level 2
Urban Scenario
Trash collected: 0/40
Speed + amount of trash to collect
Level 3
Countryside Scenario
Trash collected: 0/60
Speed + amount of trash to collect
Game over
You lost!
Main menu

Task 4 – (P2.1)

Identify and apply own area of expertise by listing the areas of expertise required to implement game functionalities. Following are some examples:

- *For a game developer job, programming knowledge is required*
- *For a game artist job, knowledge of photoshop and how to create a sprite sheet is required*
- *For a sound engineering job, knowledge of sound editors such as audacity is required.*

Find job offers related to the different areas of expertise on the Internet/classified ads. Include a screenshot of one job offer per area of expertise, with a sentence justifying your choice. For this task you must include at least 3 different job offers. What is your favoured area of expertise? Mention this in your task with a short paragraph justifying your choice.

Links (screenshots to follow):

Game Programmer:
http://jobs.gamasutra.com/job/gameplay-programmer-durham-north-carolina-30187

3D Artist:
http://jobs.gamasutra.com/job/senior-environment-artist-burbank-california-29937

Senior Designer:
http://jobs.gamasutra.com/job/senior-designer-burbank-california-29908

UI/UX Designer:

https://career4.successfactors.com/career?career_ns=job_listing&company=EA&navBarLevel=JOB_SEARCH&rcm_site_locale=en_US&career_job_req_id=68202&selected_lang=en_US&jobAlertController_jobAlertId=&jobAlertController_jobAlertName=&_s.crb=wqtd1ZMRDlnjcI8V8t3qdESsRl4%3d

Game Developer/Programmer

Gameplay Programmer

Company Name:
Insomniac Games

Website:
http://www.insomniacgames.com

Location:
Durham, North Carolina

Country:
United States

Job Type:
Programming/Engineering

Position type:
Full Time

Platform
Enhanced / Virtual Reality, Playstation 4

Experience Level:
Mid-Senior Level

Education:
Bachelor's Degree

Apply for this job

Insomniac Games

Job Title: Gameplay Programmer

City: Durham

State / Province: North Carolina

If you've ever been referred to as a Coder, Cracker, Hacker, Engineer or Techie - you've come to the right job posting! Insomniac Games is looking for its next Gameplay Programmer to work closely with our Design and Animation departments in building the gameplay systems and features that define our games. In this role you will help realize the creative vision for the game by using our established codebase and your own skills and abilities, building our next great gameplay experience.

Essential Duties and Responsibilities include the following:

- Design and implement gameplay features within an established framework
- Design and implement modifications, reorganizations, extensions, and optimizations to existing code base
- Work closely with designers and artists to implement their ideas, providing technical, creative, and scheduling feedback; expand and adapt designs to meet project goals.
- Provide time estimates to leads and management; keep co-workers informed about progress of programming deliverables as well as non-programming prerequisites for feature implementation.
- Other duties may be assigned.

Education and/or Experience:

- Bachelor's degree from a four-year college or university; or two to four years related experience and/or training; or equivalent combination of education and experience.
- Strong 3D math skills, including but not limited to practical knowledge of vectors and vector operations, matrices and matrix transformations, and the various different representations of rotations (Euler, angle-axis, quaternion).
- The basics of intersection testing and collision is a plus.
- Strong knowledge of C, C++ and Python programming languages.
- Adaptive coding style. Visual Studio experience and Maya experience a plus.
- Understanding of procedural, object oriented, and aspect oriented programming paradigms.

Other Skills: Good instincts for game design and creating fun and innovative gameplay. Dedication towards individual and team growth. Good interpersonal skills and the ability to work in and contribute to a collaborative environment. Must be flexible with schedule changes and shifting timetables. Needs to be able to work independently and efficiently when required. Ability to multitask several time intensive tasks at once.

If this sounds like an opportunity that you have been looking for, then we want to hear from you. Please use the link below to apply directly to the position.

Thanks!

Apply for this job

All applicant profiles are saved in the Resume Database. Privacy settings can be adjusted here.

Options

Save this Job

Share Via Social Media

More Jobs Like This

Senior Gameplay Programmer, Insomniac Games

Gameplay Programmer, Insomniac Games

Senior Game Programmer, Cold Iron Studios

Programmer - Online Systems, Trendy Entertainment

Programmer, Game Play, Trendy Entertainment

Friends Who Might Be Interested

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Senior Designer

Company Name:
Insomniac Games

Website:
http://www.insomniacgames.com

Location:
Burbank, California

Country:
United States

Job Type:
Game Design

Position type:
Full Time

Platform
Enhanced / Virtual Reality, Playstation 4

Minimum Number Of Professional Titles:
2

Experience Level:
Mid-Senior Level

Education:
Bachelor's Degree

Apply for this job

Senior Designer

Are you a passionate and experienced game designer who is able to make a major impact on gameplay mechanics, game systems, or level layout? Bring your creative energies and design talent to Insomniac Games and work with the team behind Sunset Overdrive and Ratchet and Clank!

As a Senior Designer you'll work closely with the Creative Director and Lead Designer in realizing the creative vision for the game. You'll be responsible for key components of the game from design through execution, working collaboratively with all other departments to deliver an amazing product. And, as a senior member of the team, you will help define the direction of the Design department and mentor younger designers.

Essential Duties and Responsibilities include the following:

- Create clear and concise, visually oriented design materials that explain mechanics, systems and features
- Develop and communicate layout, content, or system designs through written documentation, visual design materials, and verbal presentations
- Implement gameplay and game structure through the use of an in-house visual scripting tool; work with the Gameplay Programming team to deliver content that meet each disciplines goals and deadlines
- Design, own, and prototype key game play systems; collaborate with the Design, Art and Gameplay Programming teams to ensure that goals are achievable within the given time restraints
- Help assess the progress, quality and user friendliness of the project via methods such as usability testing, focus tests and in-house play tests
- Provide constructive feedback on all aspects of the game to the Lead Designer; find opportunities to increase the entertainment value of the project and advise on how that information may be implemented, or held for future projects
- Help create consistent implementation of gameplay by working to define best working practices, processes, standards and conventions, for the design team
- Other duties may be assigned

Education and/or Experience:

- Fifth year college or university program certificate; or five to seven years related experience and/or training; or equivalent combination of education and experience.
- Must have shipped at least two titles
- Advanced knowledge and experience with level editing tools and scripting (Unreal Engine, Unity, or similar editors).
- Knowledge of Maya or other major 3D modeling program.
- Adobe Illustrator experience and KISMET scripting skills are a plus.
- Have an awareness of emerging trends that inform modern game design.
- Ability to analyze these mechanics and apply them to current game designs if appropriate.
- Strong communication skills including verbal and written skills are required.
- Must be able to both give and receive critical feedback regarding various aspects of the project.

If this sounds like the role for you, then we want to hear from you. Please use the link and apply directly to the job. We look forward to hearing from you. Thanks!

Apply for this job

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Options

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We couldn't find matching jobs.

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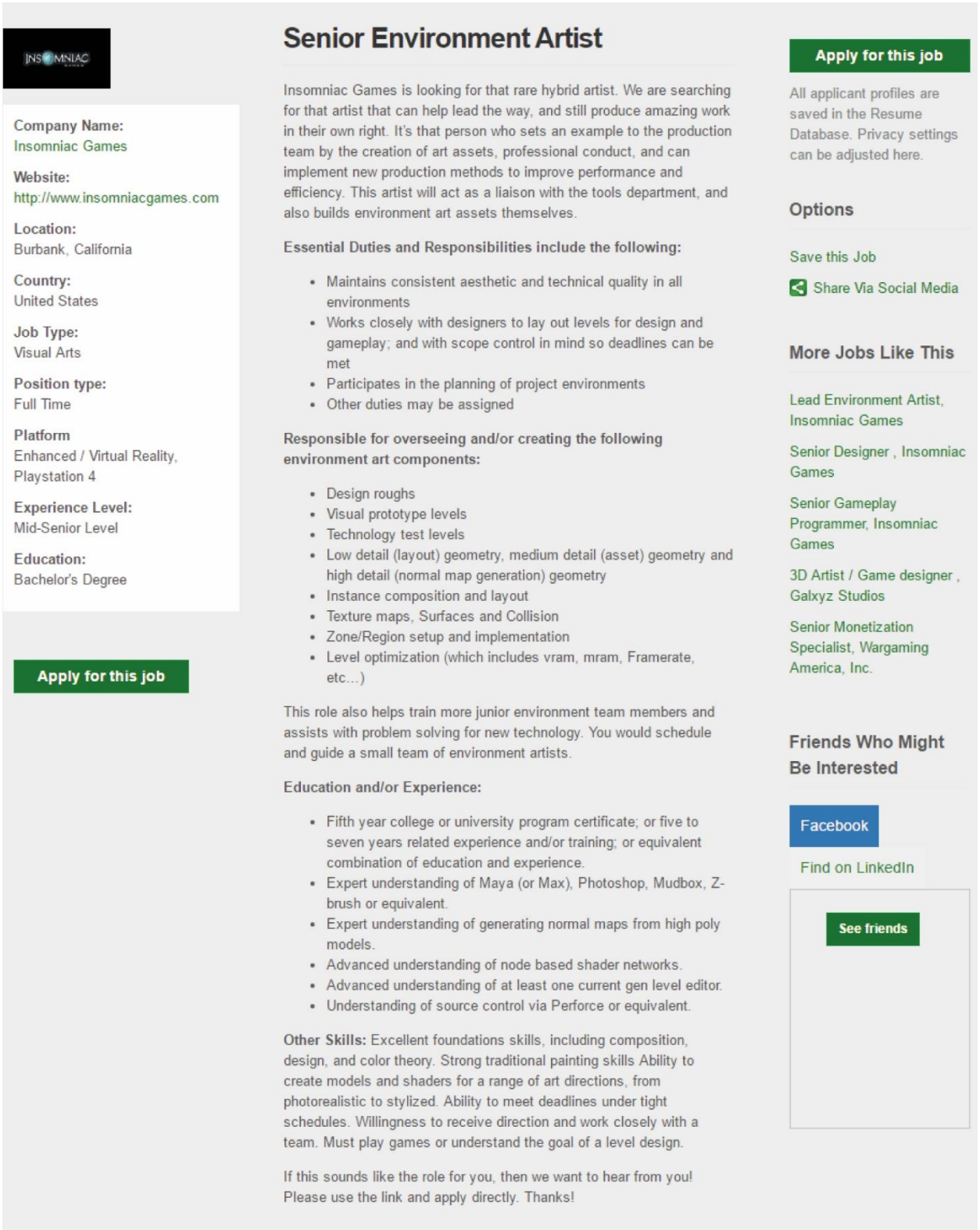
3D Artist



INSOMNIAC

Company Name:
Insomniac Games

Website:
http://www.insomniacgames.com

Location:
Burbank, California

Country:
United States

Job Type:
Visual Arts

Position type:
Full Time

Platform
Enhanced / Virtual Reality, Playstation 4

Experience Level:
Mid-Senior Level

Education:
Bachelor's Degree

Apply for this job

Senior Environment Artist

Insomniac Games is looking for that rare hybrid artist. We are searching for that artist that can help lead the way, and still produce amazing work in their own right. It's that person who sets an example to the production team by the creation of art assets, professional conduct, and can implement new production methods to improve performance and efficiency. This artist will act as a liaison with the tools department, and also builds environment art assets themselves.

Essential Duties and Responsibilities include the following:

- Maintains consistent aesthetic and technical quality in all environments
- Works closely with designers to lay out levels for design and gameplay; and with scope control in mind so deadlines can be met
- Participates in the planning of project environments
- Other duties may be assigned

Responsible for overseeing and/or creating the following environment art components:

- Design roughs
- Visual prototype levels
- Technology test levels
- Low detail (layout) geometry, medium detail (asset) geometry and high detail (normal map generation) geometry
- Instance composition and layout
- Texture maps, Surfaces and Collision
- Zone/Region setup and implementation
- Level optimization (which includes vram, mram, Framerate, etc…)

This role also helps train more junior environment team members and assists with problem solving for new technology. You would schedule and guide a small team of environment artists.

Education and/or Experience:

- Fifth year college or university program certificate; or five to seven years related experience and/or training; or equivalent combination of education and experience.
- Expert understanding of Maya (or Max), Photoshop, Mudbox, Z-brush or equivalent.
- Expert understanding of generating normal maps from high poly models.
- Advanced understanding of node based shader networks.
- Advanced understanding of at least one current gen level editor.
- Understanding of source control via Perforce or equivalent.

Other Skills: Excellent foundations skills, including composition, design, and color theory. Strong traditional painting skills Ability to create models and shaders for a range of art directions, from photorealistic to stylized. Ability to meet deadlines under tight schedules. Willingness to receive direction and work closely with a team. Must play games or understand the goal of a level design.

If this sounds like the role for you, then we want to hear from you! Please use the link and apply directly. Thanks!

Apply for this job

All applicant profiles are saved in the Resume Database. Privacy settings can be adjusted here.

Options

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Share Via Social Media

More Jobs Like This

Lead Environment Artist, Insomniac Games

Senior Designer , Insomniac Games

Senior Gameplay Programmer, Insomniac Games

3D Artist / Game designer , Galxyz Studios

Senior Monetization Specialist, Wargaming America, Inc.

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UI/UX Designer:

POWERED BY SuccessFactors Sign In English US (English US)

Career Opportunities: UI/UX Designer (68202)

Requisition ID 68202 - Posted 04/29/2016 - Regular - EA Mobile - Sims - Art - Redwood City - California - United States - Americas

Job Description Print Preview
Apply Save Job Email Job to Friend Return to List

EA is looking for a dynamic and highly motivated UX/UI Designer to join The Sims franchise. They will help shape the present and future of the world-renowned interactive phenomenon that has captivated hundreds of millions of people around the globe. For over 15 years Maxis has exemplified deep immersive simulations that encourage player-driven creativity while delivering a unique genre-defining style of gameplay. We are a dedicated and an enthusiastic bunch that are passionate about our craft.

We are seeking an artistic, pragmatic, and sensible candidate that thrives in a team environment. The candidate should have a diverse skillset and the potential to act autonomously in a large group of game designers, artists, engineers, and producers. They will have a sharp eye for clean and impactful art. A technical prowess in Flash will assist in art implementation and communication with engineers. Creating UX flows that are conducive to a fun player experience in a highly time intensive environment is key. Most importantly we seek team members with fun and positive attitude. We'd love to see portfolios with diversity in regards to UI art and UX including wireframes, sketches, or prototypes.

Responsibilities
- Conceptualize original ideas that bring simplicity and user friendliness to complex design roadblocks.
- Create wireframes, user flows, process flows, prototypes to effectively communicate design ideas.
- Iterate multiple UX/UI design solutions to meet feature requirements.
- Use prototyping tools efficiently to breathe life into wireframes.
- Present and articulate design ideas to a diverse team.
- Design compelling graphics and iconography to establish visual language of product interfaces.
- Establish and promote design guidelines, best practices and standards.

Requirements
- 5+ years of experience in game development that shows a strong portfolio demonstrating UX design, wireframes, prototyping, and UI art skills.
- The ability to own an end-to-end user experience for large features; from ideation and sketches, to wireframing and interaction, delivering a complete experience.
- Strong conceptual thinking paired with a determined and positive problem-solving attitude.
- Strong attention to detail with a sense of pride and ownership over the quality of the product.
- Great teamwork and communication skills.
- Create new and interesting designs while maintaining consistency with Sims 4 style.
- Master with art tools including, Photoshop, Illustrator, and Flash.
- At least one shipped AAA title.

Bonus points for:
- In-depth familiarity with Maxis games, especially The Sims.
- Ability to whiteboard, sketch, or storyboard ideas in a group setting.
- Self-initiated side projects in your portfolio.

Apply Save Job Email Job to Friend Return to List

My preference:

My personal preference is UI/UX design. This would enable me to create assets and the navigational experience to be used for the game. I have recently developed the liking for this sector when I started to understand that this job is much more complex than it looks and I started admiring the works of other designers for various games.

Task 5 – (P2.2)

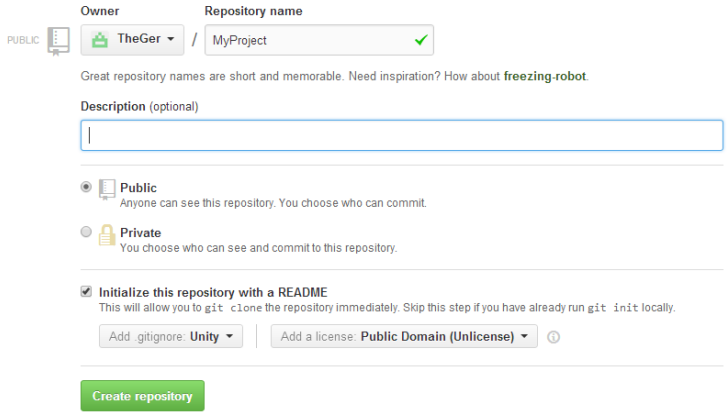
Clarify your own role in the team driven development schedule by explaining how your own area of expertise in game development may be applied to the following phases of game development. Write a paragraph about your role in each of the following phases:

- *Idea generation.*
- *Storyboarding and game design.*
- *Creation of the game design document.*
- *Implementation of functionalities.*
- *Deployment and support of the game.*

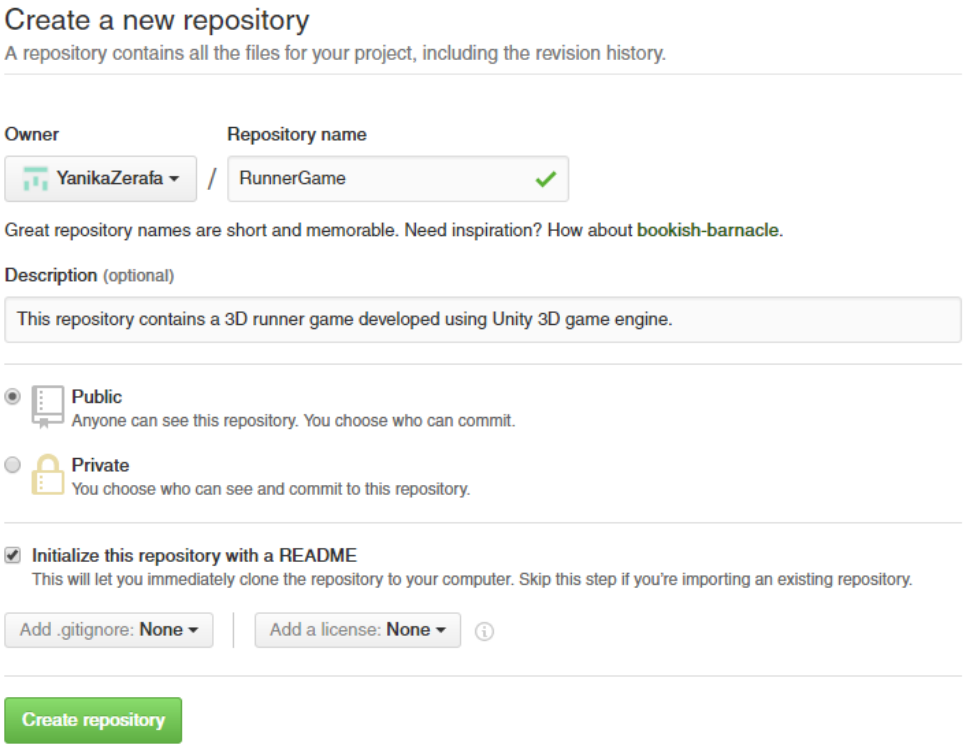
During the idea generation process, a UI/UX designer would start coming up with various possible solutions for design styles, that depends on the game approach that the team is going for. This is achieved after some intense research and brainstorming sessions. Later comes the part where the designer starts mapping out the navigational system of the game and how various assets have to be shown on screen. This is a crucial part as this sets a base later upon which developers later have to build on. Afterwards, the designer should start creating the assets for the UI according to the graphic style chosen for the game. Once the assets and the storyboarding are finished, the elements should pass to a developer for him/her to implement them in the actual game. Once they are implemented, the UI designer should pay attention to the testing phase results carried out on the game, especially the UI navigational part. If required, any changes should be implemented during this stage. Assets created should also be shared with any graphic designers and web developers so as to create the appropriate promotional material for the game.

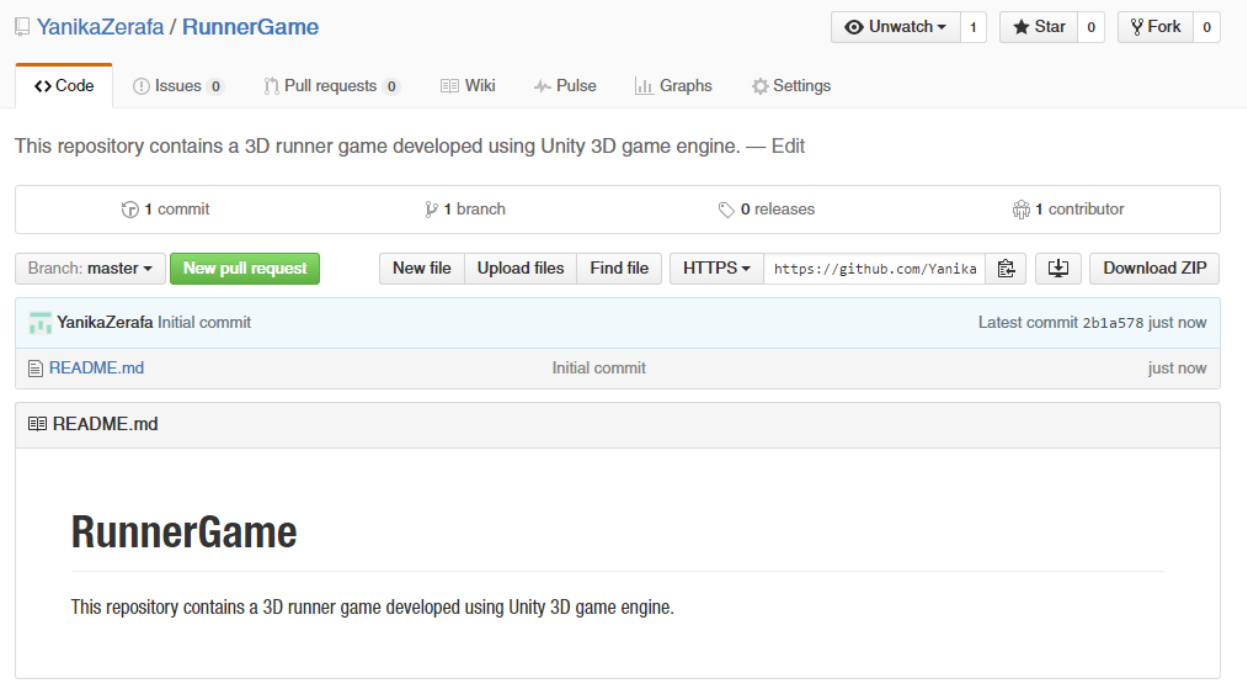
Task 6 – (P3.1)

Produce preliminary concepts for an initial prototype by forking a new project from the following repository: https://github.com/TheGer/IMTAssignment2016 on http://www.github.com, and writing a full description of your intentions for the project in the project description screen as shown below:



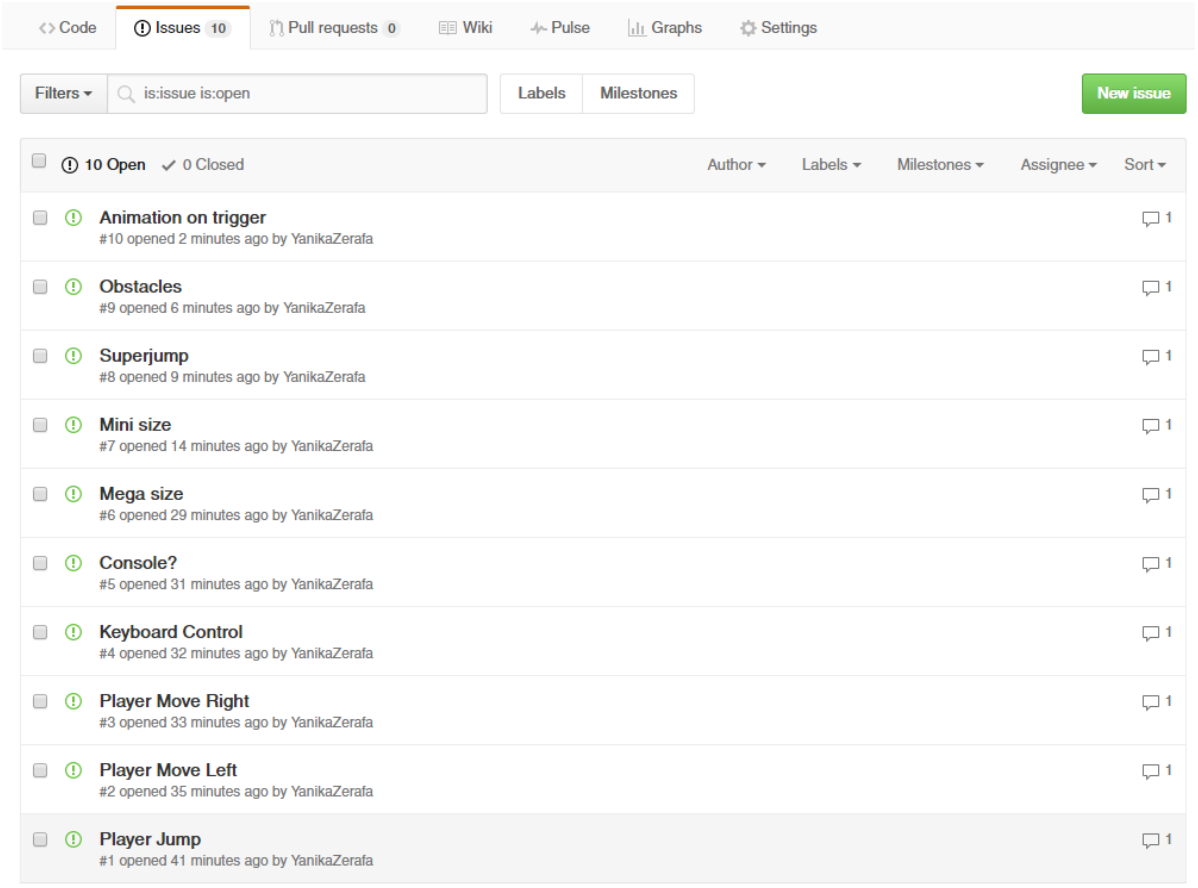
Include a similar screenshot with the project description filled in and the following settings set up. Your project will be the area where you will be working on your project step by step when it comes to developing the game and adding files to it.




YanikaZerafa / RunnerGame
Unwatch 1
Star 0
Fork 0
Code
Issues 0
Pull requests 0
Wiki
Pulse
Graphs
Settings
This repository contains a 3D runner game developed using Unity 3D game engine. — Edit
1 commit
1 branch
0 releases
1 contributor
Branch: master
New pull request
New file
Upload files
Find file
HTTPS
https://github.com/Yanika
Download ZIP
YanikaZerafa Initial commit
Latest commit 2b1a578 just now
README.md
Initial commit
just now
README.md
RunnerGame
This repository contains a 3D runner game developed using Unity 3D game engine.

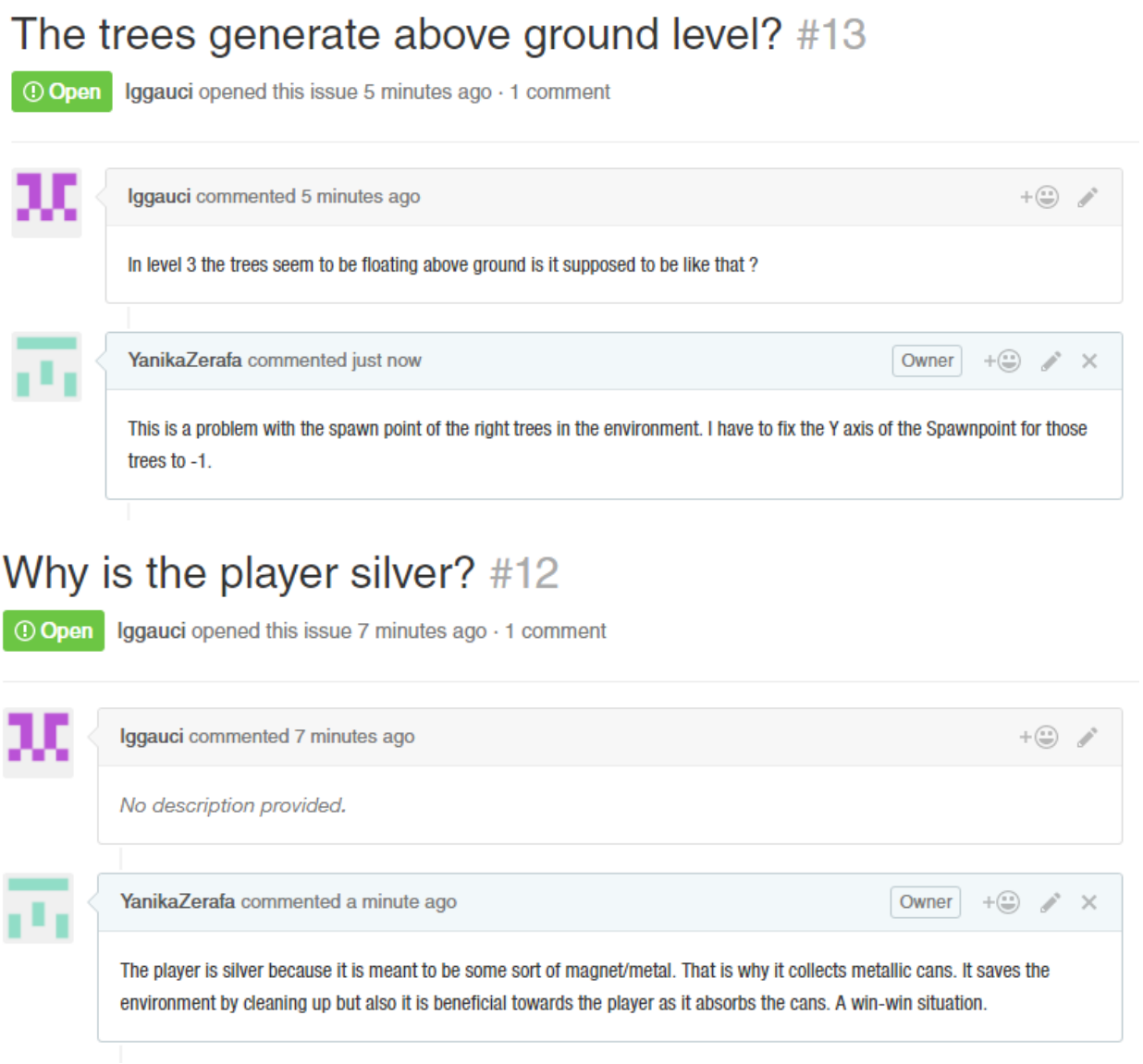
Task 7 – (P3.2)

Evaluate and confirm the prototype in relation to constraints by listing the client requirements as mentioned in the brief as issues in your github project. Each client requirement will be one issue as may be seen in the following screenshot. Reply to each issue detailing how the issue could be implemented. You are required to fill in 3 issues.



Task 8 – (P3.3)

Reflect and record on feedback from prototype phases by showing a demo copy of the game/software to another student in your class. That student needs to post at least 3 questions about your game on your github page, and you need to respond to those questions on the issue tracker. Add a screenshot of the questions and responses to your report.



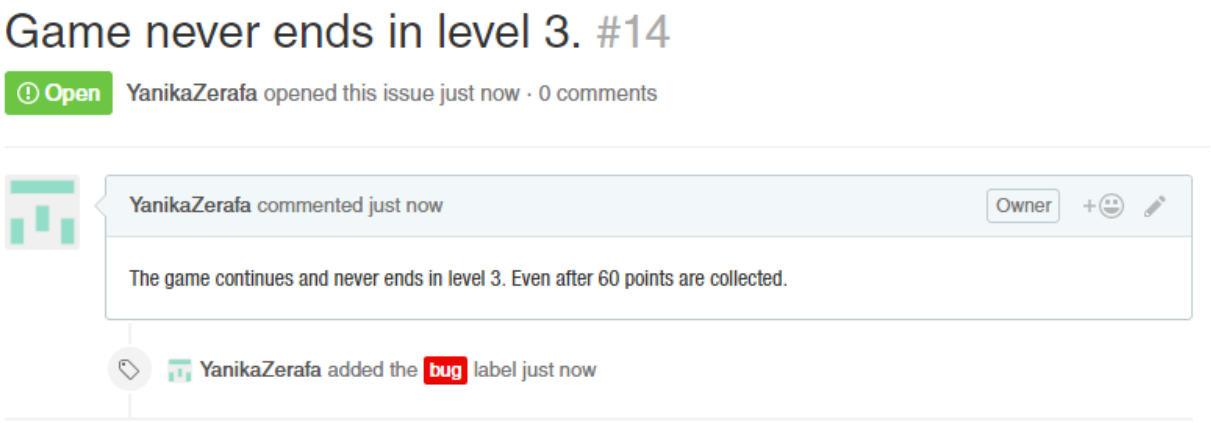

Score Text too small #11
Open
lggauci opened this issue 9 minutes ago · 1 comment
lggauci commented 9 minutes ago
It seems that when playing the game the score text is frankly small and difficult to see.
YanikaZerafa commented 3 minutes ago
Owner
Yes, I have to fix the text size and also the font. By fixing the typeface of the text, it would also match the rest of the UI in the game.

Task 9 – (P4.1)

Develop a fully working interactive media product that meets client needs by showing the following step by step process using screenshots:

- *Create an issue (bug) as a client*
- *Describe the issue in full*
- *Implement a fix in your code*
- *Upload a new commit on Github*

Reply to the issue you posted with reference to your new Git commit.

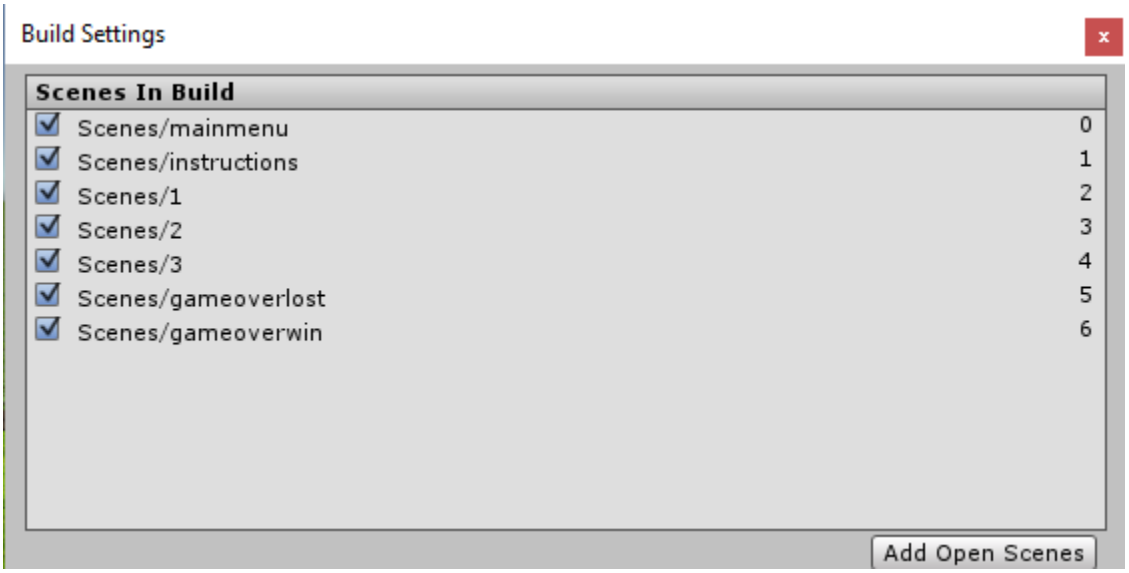


Problem:

The bug stands in the last level. The game keeps on going and never stops, even when 60 points are exceeded.

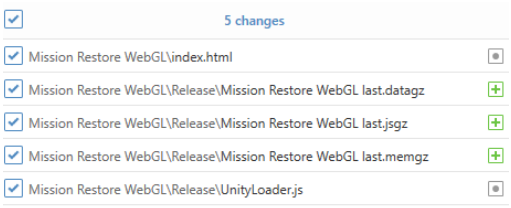
Solution:

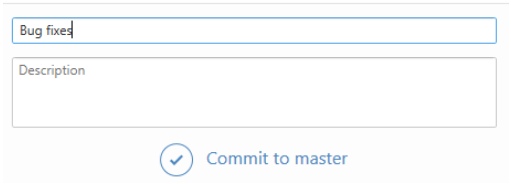
The code was good and had no errors. The problem was that the scene that should have loaded wasn't added to the build settings.

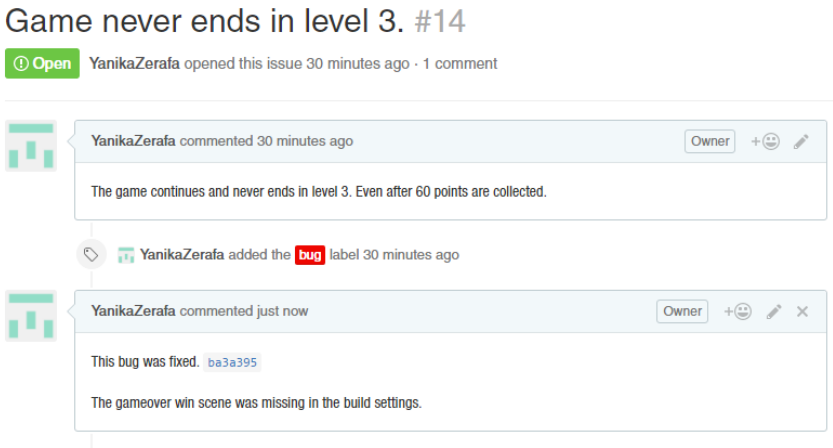


Commit:

https://github.com/YanikaZerafa/IMTAssignment2016/commit/ba3a3955bad412e0064d80371a5bb8d8760b9aac







Task 10 – (P4.2)

Evaluate and record interactive media outcomes against the constraints and requirements of the brief by discussing in a brief paragraph what limitations your interactive media product has in relation to the initial requirements outlined as issues by the client.

All of the requirements requested by the client were met in the game. However, some improvements can still be applied so as to have the game look more professional and complete. Additional animations can be implemented when the player gets a power up, for example an animation to increase the size of the player gradually, not as it is currently in the game. The same counts for the rest of the power ups.

A limitation I encountered during the animation phase was that the 3D models I was importing from Maya, were becoming partially transparent. The problem was from Maya's side and since I wasn't very familiar with the settings I had to set when exporting the fbx file, I had to work my way around it. I had to rotate some of the letters or maybe change the words that I used. For example the model for the mega size, originally had to be 'Super size'.

Another limitation is the console I implemented in the game so that I can be played on smartphones. Playing the game with the console is much more difficult than using the keyboard. Even though it is still playable and the player can still win, the process is much longer and more tedious.

Task 11 (M1.1)

Show that effective judgments have been made by finding out about systems which are similar to Git. Explain what these systems are and the one basic difference between Git and these other systems. Write a paragraph explaining the basic differences between Git and at least two other concurrent version control systems.

Apart from Github, various other source code hosting websites exist. These include Bitbucket, Sourceforge, Gitlab, Kiln, Codeplane, CodePlex & Beanstalk. However, the major 3 source code hosting applications are Github, Bitbucket and Sourceforge.

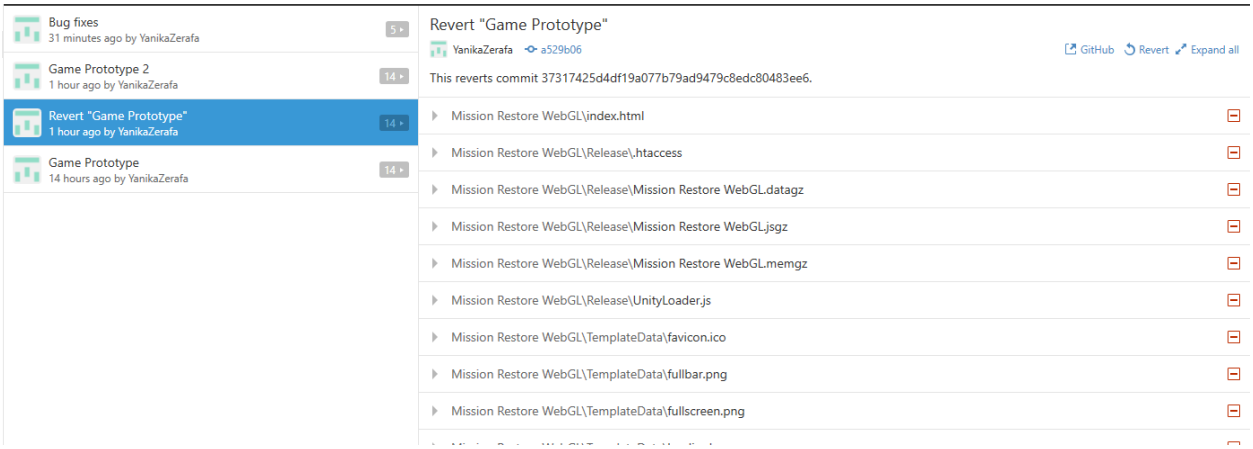
All of the three are free to use, or at least there are free versions accessible to the public. Github and Bitbucket offer unlimited space for public repositories but Sourceforge isn't unlimited. Repositories in Github have to be up to 1gb but Bitbucket allows up to 2gb. Ultimately Sourceforge is totally unlimited and has no storage limit per repository. Furthermore, for private repositories, you have to pay on Github but not on Bitbucket. Pricing systems on the Github and Bitbucket are different as Github charges their clients by every private repository while Bitbucket charges the client by collaborator on a project. Therefore, the two cannot be compared when it comes to this aspect. An advantage Sourceforge has over the other two applications is that it has discussion forums. This enables the users to discuss any possible problems in an easy user friendly way. On the other hand, you can't use the fork facility that Github has. Among the three, only Github offers network graphs.

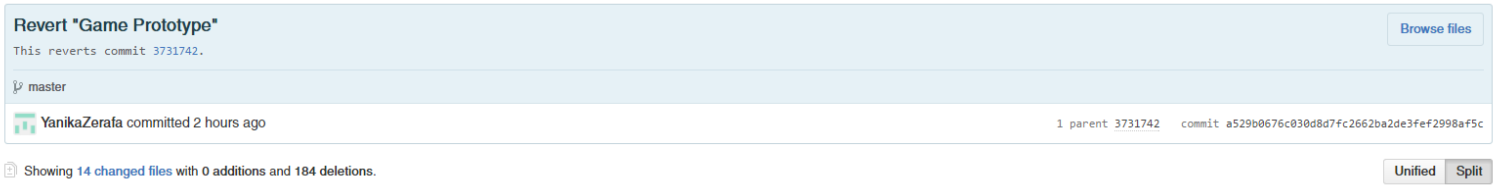
Task 12 – (M2.1)

Show that relevant theories and techniques have been applied by explaining the concept of rolling back a commit. Explain what happens when a commit is rolled back and why this would happen in detail with screenshots of an example rollback and the effect on the saved code. At least one commit must be rolled back and reverted.

Rolling back a commit means that you make use of the revert function in Github desktop. What Github does when a commit is reverted is to restore any changes that had been implemented in the selected commit. For example, I had committed an early prototype of the webgl version of the game and I needed to take it back. This meant that all of the files had to be deleted since before that commit, there was nothing in the repository.

Reverted Commit:
https://github.com/YanikaZerafa/IMTAssignment2016/commit/a529b0676c030d8d7fc2662ba2de3fef2998af5c





Task 13 – (M3.1)

Show that the appropriate structure has been used by explaining how best to maintain multiple versions of the same code in git branches. Explain how the fork that you took from the initial project is a branch of the initial project.

Branches in Github are used to organize your workflow. For example, you want to try out something and change a part of the project, you can create a new branch. This way the master branch won't be affected by the changes and thus you will still have an original copy. This is an ideal method when working in a team. Each team member can have a branch of his/her own on which he or she can work on without modifying the master branch. Then, a pull request can be submitted to the master so that then the branches can be merged if the request is accepted.

For this assignment, I forked the repository found at the following location:

https://github.com/TheGer/IMTAssignment2016

I started applying changes to the project by adding the prototype of the game and the eventual issues and commits mentioned previously in this documentation. Ultimately, I will submit a pull request when I'm finished and I'm pleased with the project. This way, the teacher will be able to accept or deny the request and maybe merge the branches.

Task 14 – (D1.1)

Show that conclusions have been arrived at through synthesis of ideas and have been justified by explaining the concept of rebasing in Git. Explain how doing a rebase off a different commit can be used to update the current branch to the changes in the initial branch.

Git rebase is a command that permits the user to modify the history of commits a project has. This function is useful when it comes to forking a project and updating it. Here is the breakdown.

First of all, a master branch can be forked at a certain stage. Now let's say that after the fork, the master branch has a couple of new commits. The forked branch wouldn't be up to date with these new commits, hence the rebase function. It finds all the commits done between the forking stage and now and updates the forked branch and creates new commits based on the last updated master branch.

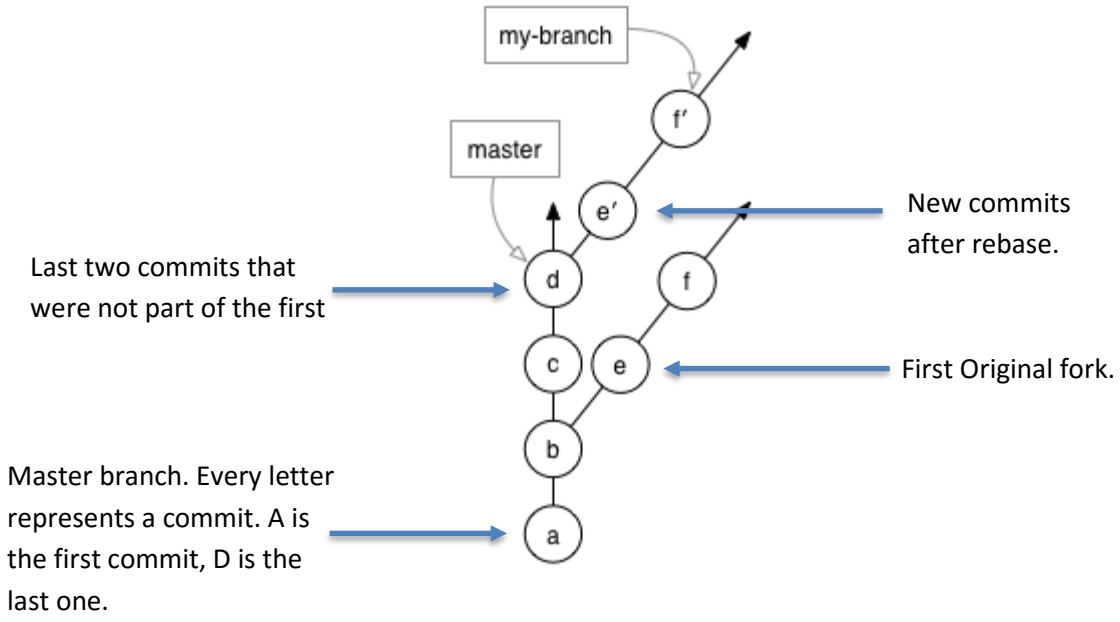


Image taken from: https://github.com/edx/edx-platform/wiki/How-to-Rebase-a-Pull-Request

Task 15 – (D3.1)

Show that effective thinking has been used in unfamiliar contexts by forking and modifying an existing Unity project on Github. Find a project which has code that you can understand, fork and modify the code and comment your modifications. Show screenshots of the modified project with your additional commit and explain what changes you carried out to the project (eg. Change of button text)

I forked the following project: https://github.com/YanikaZerafa/0hh1

Game playable at: http://0hh1.com/

Original vs Modified:

Original vs Modified code:

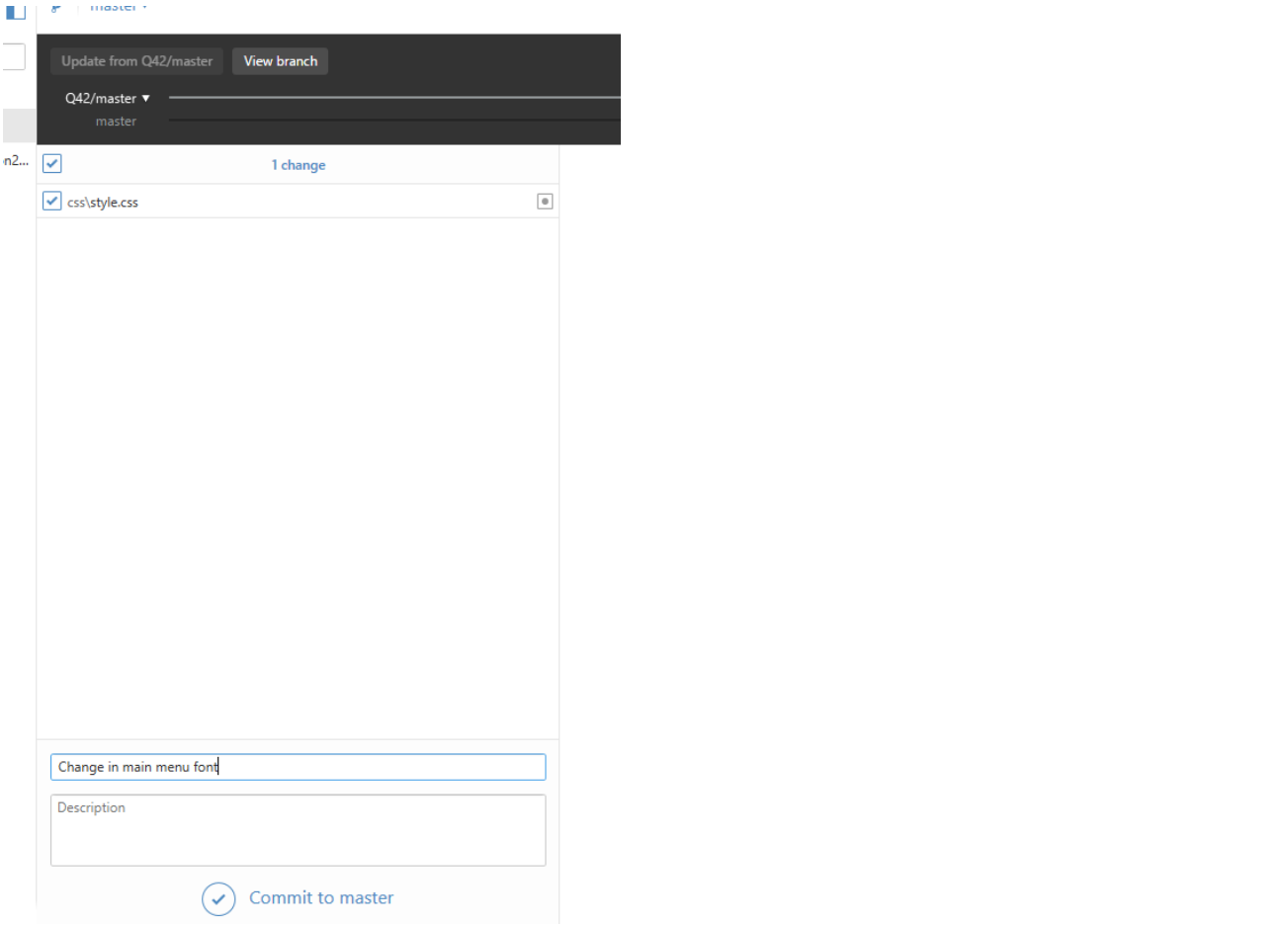
```
p {
  font-family: 'Josefin Sans', sans-serif;
  color: #fff;
  text-align: center;
}
```

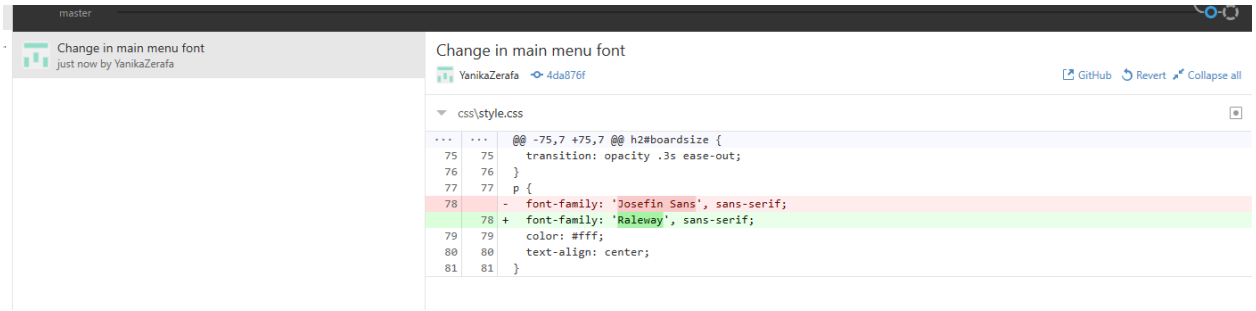
```
p {
  font-family: 'Raleway', sans-serif;
  color: #fff;
  text-align: center;
}
```

I modified the typeface of the mainmenu.

Evidence of commit:

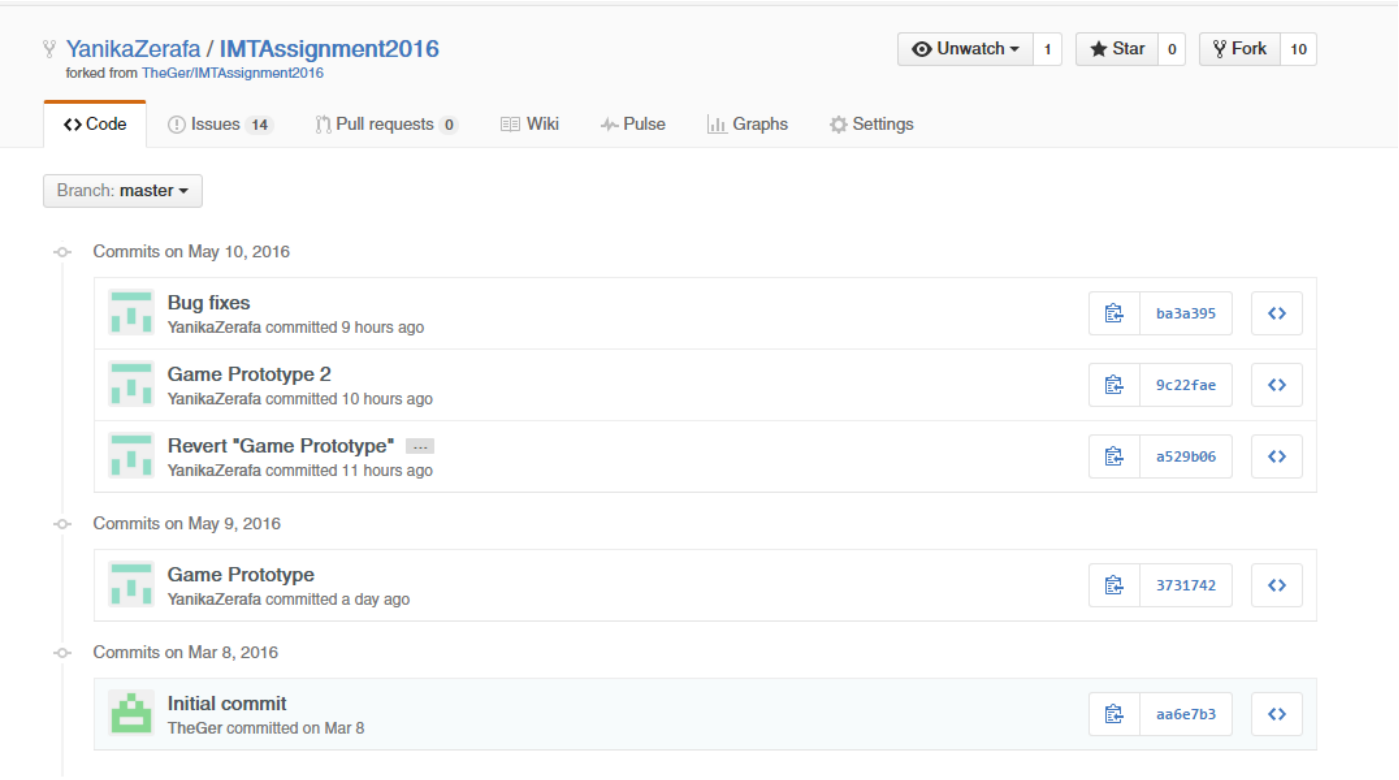
https://github.com/YanikaZerafa/0hh1/commit/4da876faa48f089c3d3d977e9308d72bd1a65872





Task 16 – (D2.1)

Show that substantial activities have been planned, managed and organized by including a screenshot of your git project with a clear timeline of commits from the beginning of the assignment until the deadline date.



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