



2D-Platformer

By William Terpstra, Andrew Lee, Wyatt Baker

Contents

1.
Introduce Team
2.
Project Overview
3.
Project Goals
4.
Midterm changes
5.
Challenges faced
6.
Demonstration

Meet the team



**William
Terpstra**

Oversight

Senior in Computer Science,
graduating in May.
Primarily focused on the
admin and paper trail for this
project

Wyatt Baker

Rover

Sophomore in Cybersecurity
Developed the script for the
weapons implementation, as
well as generally helped
around with things



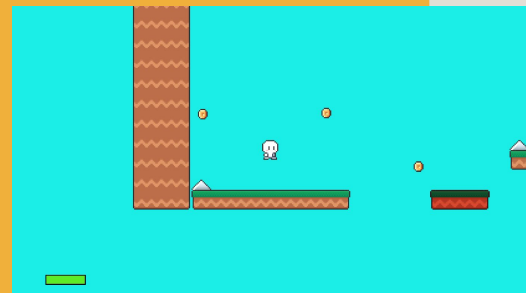
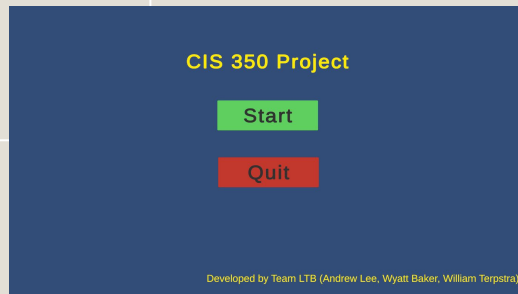
Andrew Lee

Main Programmer

Senior in Computer Science,
expected graduation in May.
Focused on base backend
programming as well as
implementation of assets and
scripts.

Project Overview

- The goal of the project was to create a 2D platforming game with a Western theme
- In the end we created 2 levels for the project
- A Main menu
- Congratulations for finishing the game





Project Time Goals

- Unfortunately we did not make a lot of our initial time goals that we had in mind for the project.
- We ended up having to scale back quite a bit with the scope, and even then we had to get into crunch time during the final week before it was due in order to make sure that everything was working as intended.

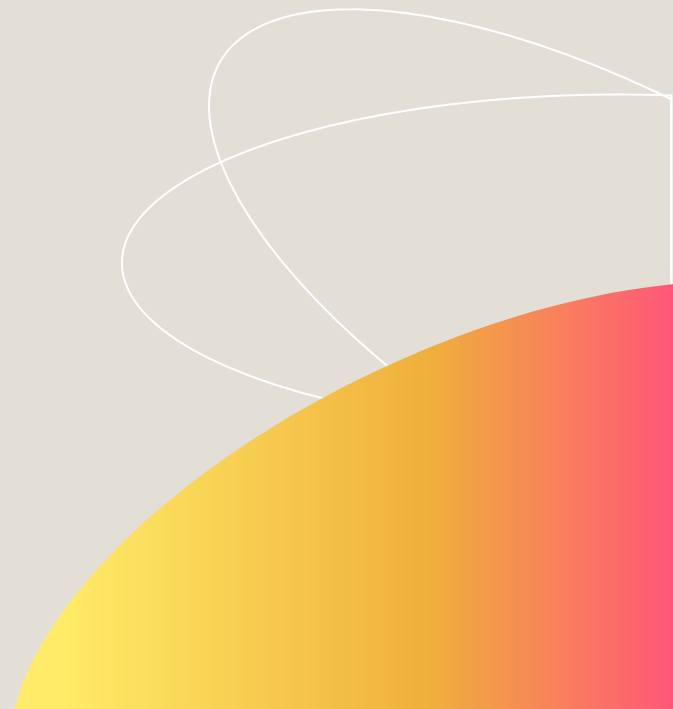


Midterm Changes

We realized that we needed to scale back the project post midterm.

At first, we had set our sights to be a little too ambitious for the time and experience that we had as a team, so we needed to tone it down to something more realistic in the time frame we were provided.

We also ended up becoming more coordinated post midterm, as we realized that we needed to focus and finish the project in time.



Challenges Faced

Time

One of the main challenges we faced was definitely the time.

We found it hard to schedule meetings where we were all able to attend, as well as getting busy with other classes.

In the end, we had to cram a lot of the project into a short period of time due to small things that kept preventing us from meeting and working on the project together.

Coordination/Organization

The other big challenge was our lack of coordination at the start/poor organization skills.

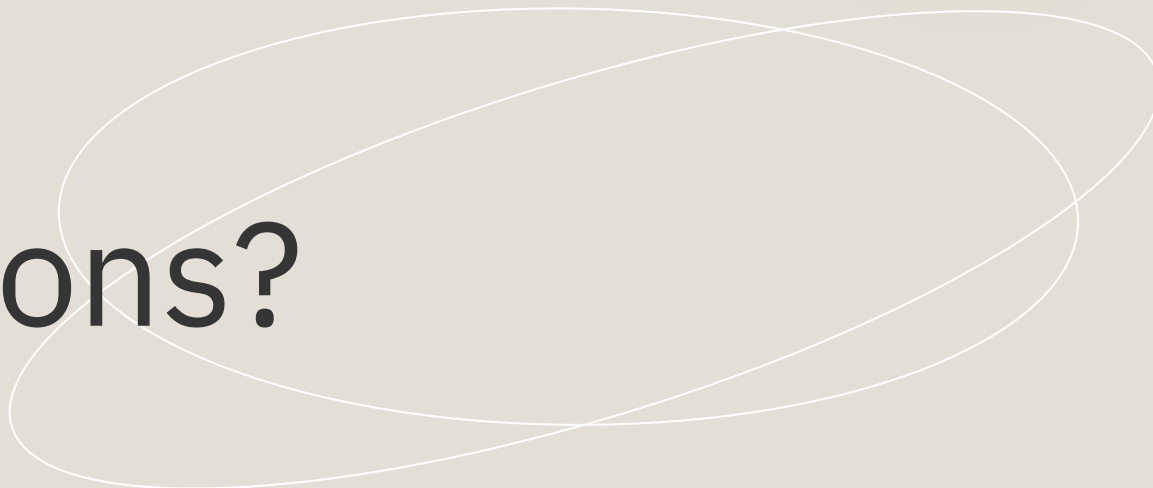

We had to learn how to communicate well as a team, as well as figure out how to keep track of our important documents, such as Jira and our meeting minutes.

We struggled more with this towards the beginning of the semester, and we had to learn how to do a lot of these things, as a lot of this was new to all of us.

Demonstration



Company Name			



Any questions? Ask away!

Year/Quarter/Month



Thank you