

# LEARNING IN VG100

Group 9: Starcity

Member: Yuqi Xie, Xingran Shen, Jia Zhu, Yang Chen



### ABOUT THE COMPANY

CEO: Donnell Benitez (Professor Michele Campbell) CTO: Ines Scott (Professor Manuel Charlemagne)

Managers (TAs and TCs): Joe Cherry, Josie Mendoza, Kazato Shojo, Long Zhou, Mikel Leblank, Vonda

Holder

All groups in VG100

Official website: http://focs.ji.sjtu.edu.cn:2143/

### IN TECH PART, WE LEARNED:

- Functional programming
- Vesion control by using git
- Coding with elm
- Cooperate in a group
- Website design (html, css, js)

In tech part, we have learned a brand new language as well as a new way to program functionally. We mainly learn how to use ELM to make our own games.

We also learn to use git to cooperate with our team members. Besides basic coding on elm, you also need to use language like html to design the webpage of the game. It's really interesting and challenging.

TEAMWORK AND COORPERATION:

Redmine forums are used for our group discussion.

We learn some basic skills of netiquette.

We use git to manage our codes.

We contact with our CTO and CEO as well as the managers through Redmine.

In labs we always work in groups to learn some basic knowledge in the tech side.

### IN TECH COM PART, WE LEARNED:

- Story design
- Communicate with managers
- Booklet and poster design

product by creating a good booklet and video.

- Design the mechanism of game

- Player-oriented design

In tech com part, we have learned many things besides coding. These are important for a good game. We are learning to satisfy your customer's and your "boss's" needs. We also need to learn to sell your

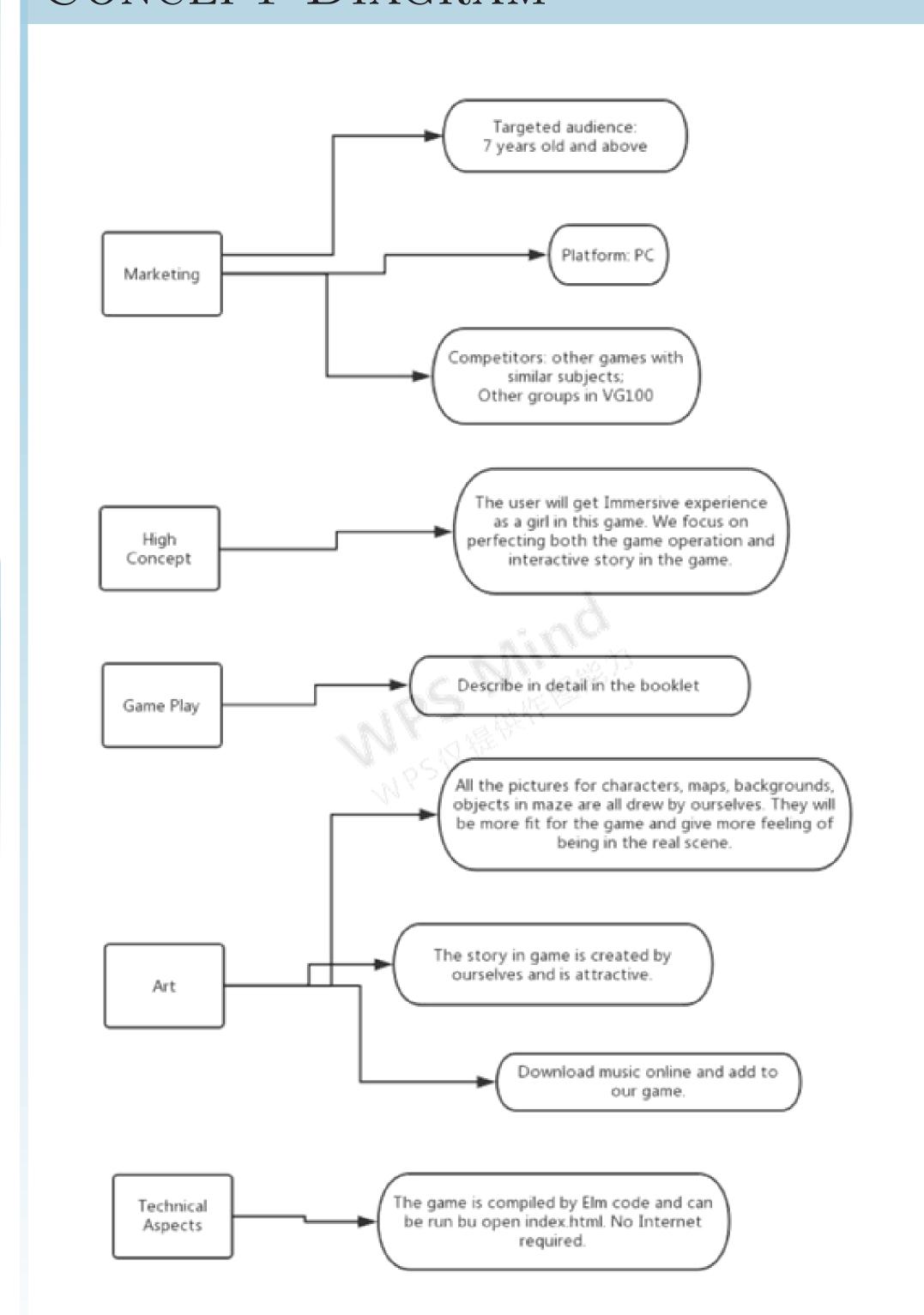
### PROJECT 2 FIVE DAYS:

- Platform jumping
- Puzzle solving
- Collecting
- Maze exploring

In project 2, we need to design a game from beginning. We choose to combine the traditional platform jumping game with the maze-exploring game. You need to explore the map and collect object in the maze to reveal the truth of the world.

Best game operation experience, Plus amazing story line for you to enjoy. Do interact with our game!

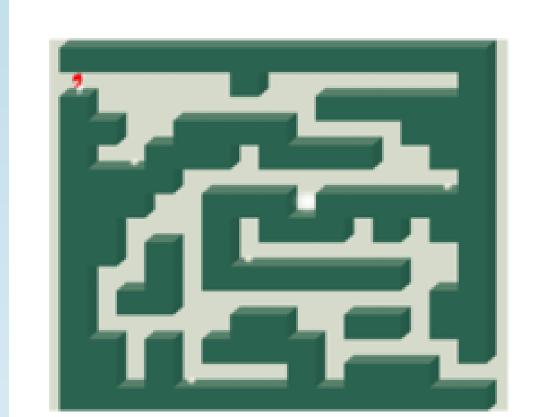
## CONCEPT DIAGRAM

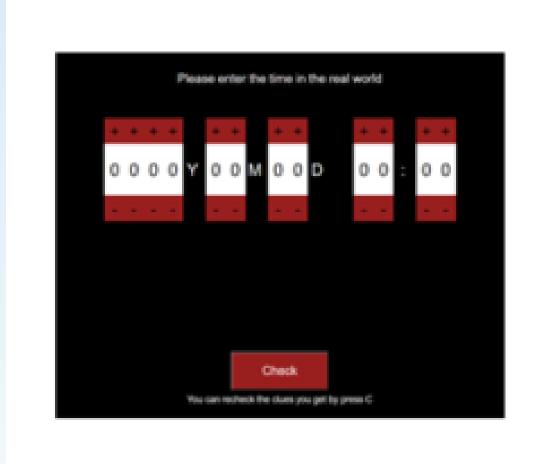


### GAME IMAGES



Start your adventure-

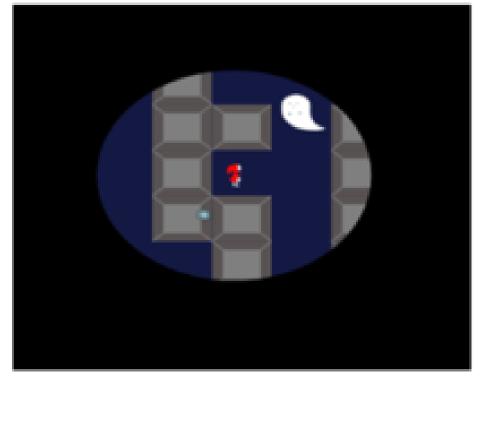




Begin page+



Day mode+



Ending page+