Game Project Progress Report

Team Members:

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Work Done So Far:

We believe as least 30% of the work to be done for the game has been completed successfully. We have added a sprite kit and completed some of the code for it to move, jump and transverse some platforms. We have also added some animations to the game for aesthetic purposes. The work load was pretty evenly spread out with Danny, Randy and Ashley focusing more on the coding and Steve and Richelle focusing more on the written assignments.

Work to Be Done:

We still need to generate more platforms, add obstacles and add a background.

Debug ▸ Unity Editor   Solution loaded.   Search

Solution
- ▼ EndlessRunner (master)
  - ▼ Assembly-CSharp
    - ▶ References
    - ▼ Scripts
      - PlayerController.cs

PlayerController.cs

PlayerController ▸ Start ()

```csharp
1  using UnityEngine;
2  using System.Collections;
3
4  public class PlayerController : MonoBehaviour {
5
6      public float moveSpeed;
7      public float jumpForce;
8      private Rigidbody2D myRigidbody;
9
10     // Use this for initialization
11     void Start () {
12         myRigidbody = GetComponent<Rigidbody2D> ();
13         |
14     }
15
16     // Update is called once per frame
17     void Update () {
18
19     }
20 }
21
```

Errors   Tasks

Untitled - EndlessRunner - PC, Mac & Linux Standalone (Personal) <OpenGL 4.1>

Pivot   Local

Scene — Shaded   2D   Gizmos   Q*All

Hierarchy
- Create   Q*All
- Main Camera
- spritesheet_players_0
- Cube

Project
- Create   Q
- Assets ▸ Art
- ▼ Favorites
  - All Materials
  - All Models
  - All Prefabs
  - All Scripts
- ▼ Assets
  - Art
  - Scripts

spritesheet_p...

spritesheet...

Debug

Game   Animation   Animator
Display 1   Free Aspect   Maximize on Play   Mute audio   Stats   Gizmos