

**Title of the project:** Fightr

**Project Members:** Naif Alassaf

Ethan Schultz

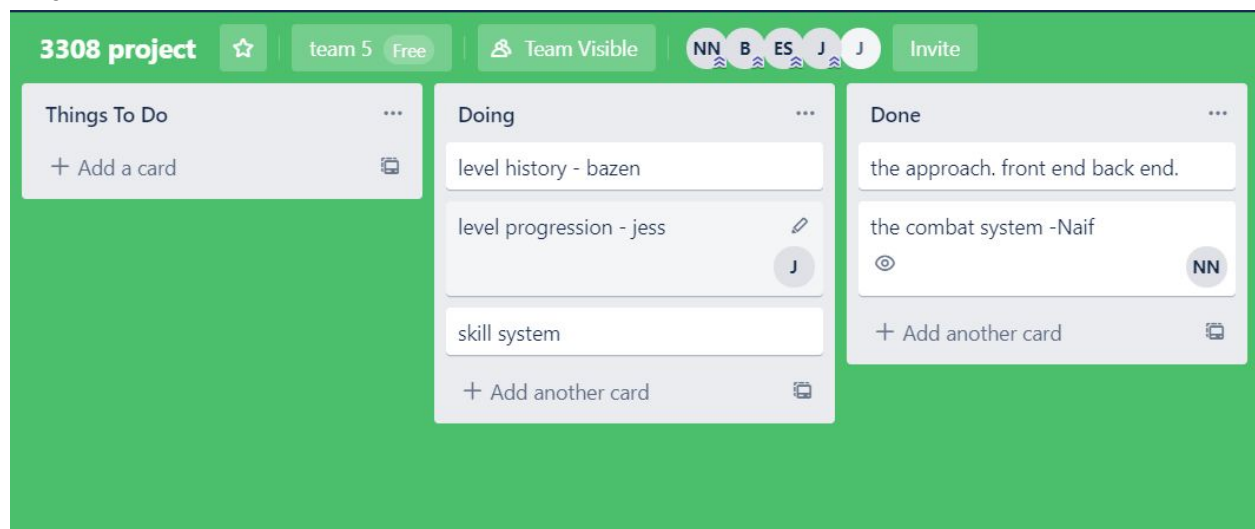
Bazen Fentaw

Jessica Bae

### Project summary:

Our project is a turn based role playing game. The combat system is similar to popular games pokemon and swords and sandals. The progression system offers 3 character levels leading to tons of replayability and exciting new combinations of stats. When in combat you have 2 choices , attack , defend, and item. Attack deals damage to the enemy based on your attack strength. The defend option limits the damage taken this turn. To upgrade your stats you need to kill enemies such as the coronavirus. The inspiration behind this game all came from our childhoods. Everyone in our group fondly remembers grinding pokemon and beating that next boss in swords and sandals. This common passion united us around the idea of the project. Unfortunately many of the features we wanted from the start had to be cut but that process taught us all about what are achievable goals in a computer science project. Our project was built in the unity game engine because that was what most of our group was comfortable with. The finished project does not live up to our original expectations for several reasons. We unfortunately lost a member at the start of the project and ended up only having 4 people to do the work. This meant that we bit off a little more than we could chew and was compounded by the coronavirus limiting interteam interactions.

### Project tracker: Trello



**Github Repo:** <https://github.com/bafe1551/All-Project-Code-Submission>

**Deployment:** unfinished but here's a screenshot

### Individual contributions :


#### Ethan Schultz:

Ethan built the skill tree and level up system using c# on Visual Studio.

 skillTree.cpp	Add files via upload	2 months ago
 skillTree.hpp	Add files via upload	2 months ago

#### Naif Alassaf:

Built the combat system in Unity and Visual Studio.

 project fighttr - combat new	combat system stuff	2 months ago
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#### Jessica Bae:

Worked on the art of the game using medibang.



**Bazen Fentaw:**

Stitched together the separate pieces into a working whole using unity.