CS478 TEAM 5 PROJECT

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**Abstract**

My Team and I were tasked by our instructor to decide on a project we wanted to work on this semester. Our final approved project was to create a game in Unity. This fell in line with the instructor’s wish for us to do something new which provided us many challenges. Our main and most challenging feature to this game was to create a trajectory based movement that fell in line with sticky features for the character. After roughly 14 weeks, over a hundred hours, and several team meetings, we were able to meet all proposed components while adding additional features to the game not previously discussed.

Team 5 Project

**Story**

Glop is about a ball of slime. Glop was created in a laboratory by a scientist named Dr. Billy Wonka. Billy was attempting to make candy so addicting that it would be the only candy anybody would ever want to eat again. He accidentally added too much of his secret formula, and thus creating Glop. Glop soon became sentient and wanted to escape the lab to find a stickier and slimier place to live.

**Software**

GitHub was used to maintain the project online to keep available between teammates. Unity was used to create the game. Unity Hub was used to maintain the project. C# was used to code scripts to use within Unity.

**Movement**

Created was a unique movement based trajectory. This design required hours of trial and error to complete with the lack of resources available due to the recent nature of this design style. The final implementation allows the user to hold the left mouse button, pull back the mouse, and let go of the left mouse button to sling them to a wall. The character will stick to walls allowing the player to again repeat the previous behavior

**Levels**

The design included 4 levels. Levels zero through four. The first level being additional to the original proposal. They slowly build up the players understanding of the games mechanics while continuing to add challenges.

**Obstacles**

Pits and spikes are the two designs made to challenge the player. Pits are added to the level one, spikes to the level two, with both added to the level 3. These were purposeful to create more difficulty as the player progresses.

**Menus**

The main menu is the first menu the player sees. It allows them to start the game at level zero, change the volume within options, or quit the game entirely. The pause menu allows the player to pause at any time using the “P” key. The game is paused to not allows movements with the menu visually present. The player can then decide to continue the game, restart the level, or quit to the main menu.

**Goals**

The projects scope was presented in class during the first team proposal and then within the User Stories listed. All proposed designs were met. Some additional designs were created. Two bonus points were met and included at the bottom of the table.

