**Software Engineering Game Update**

**1. Joined Github and informed me of your user name.**

My username is “cjmcglwn”.

**2. Communicated with each other about the game.**

I’ve gotten Veronica’s phone number and we discussed ideas for the game.

**3. Email me the idea for the game.**

Some very simple proofs of concepts were created to make sure the basic functionality of the game would work. They can be seen on the dropbox account. The idea is to create a game where you navigate a ball through an obstacle course. The idea is to collect all of the tokens and get to the finish point before the time runs out. There will be enemies placed throughout the map that the player will also have to avoid. Test driven development protocols will be used for this design. Many attributes such as collisions are handled within unity itself which is why it is so powerful. We will still use the Unity test kit to create test scenarios in order to meet the TDD requirements.