

Individual Check-in #1

Summary of project's implementation state:

At this point, each of us have taken on one of the three branches of the game and we're developing them separately for the most part. The runner can be played until the player falls off of a platform. A score is recorded and reported based on the number of acorns the squirrel collects during a run. Some of the art is implemented, but the background, music and sound, and enemies still need to be implemented before it can really be considered "complete." The flappy bird game has no obstacles or enemies at this point, but the player's character sprite script has come along according to the flappy bird clone tutorial. The Doodle Jump game also uses the squirrel icon now and allows for basic player movement. Our most updated progress can be found [here](#).

Summary of project's process:

At this point, we've been working through tutorials on our own for the most part and getting in touch when one of us needs help. Communication has been a bit difficult with people traveling for midsem and other commitments, so it has been a while since we have all met as a group. I would really like to be able to begin stitching our games together this weekend, but I'm not sure that we will be quite there by that point. We've met and talked in various groupings of 2 which has helped some, especially in trying to make sure we all know where the others are in terms of process, but we are definitely progressing through tutorials independently and at somewhat different rates. We also have different levels of experience with Unity and git, so making sure that everyone is on the same page when we talk about the tools we're using has been important, too.

Summary of my contributions:

I've been working on the runner game. I finished walking through [this](#) tutorial and then worked on adapting it so it would work with the squirrel character sprite we're using and the scoring system was more consistent with what we're trying to go for. Next, I'll be looking into implementing a scrolling background and putting in enemies. After that, I can play around with music and powerups. But even at this point, I think I could merge my game with one of the others -- after a certain period of time, my main scene would transition to another game's scene. It just wouldn't be especially interesting at this stage. I made the initial commit to the GitHub repo and have helped troubleshoot issues with coordinating our projects and putting in an appropriate .gitignore. I've also made a point of trying to keep communication between team members happening regularly and making sure we try to meet at least once a week so we can update each other on our progress and problems.