

CSCI 3308 Project Milestone 7

Team 113 - 4

Festive Haircut

Arash Yousefzadeh

Numair Baig

Ruijiang Ma

Elijah Aldinger

Charles Bourland

Application Title:

Road Combatants

Who:

Team 113-4 (TA: Alecio)

Arash Yousefzadeh, Numair Baig, Ruijiang Ma, Elijah Aldinger, and Charles Bourland

Project Tracker:

Google Sheets Kanban Board:

1	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
2			Week 8 ~ Week 9			Week 10 ~ Week 11			Week 12 ~ Week 13			Week 14 ~ Week 15												
3			Design			Sprint 1 - Code			Sprint 2 - Test			Sprint 3 - Integrate												
4																								
5																								
6			Gameplay																					
7			Priority Level: 1																					
8			Who: Arash																					
9			When: Nov 1st																					
10			Customization																					
11			Priority Level: 3																					
12			Who: Numair Baig																					
13			When: Week 11																					
14			Account Management																					
15			Priority Level: 4																					
16			Who: Eli Aldinger																					
17			When: Week 10-11																					
18			Gameplay Backend																					
19			Priority Level: 3																					
20			Who: Charles																					
21			When: Week 11																					
22			Account Data																					
23			Priority Level: 3																					
24			Who: Ruijiang Ma																					
25			When: Week 11																					
26			UI/UX																					
27			Priority Level: 2																					
28			Who: Eli Aldinger																					
29			When: Week 11																					
30																								
31																								
32																								
33																								
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VCS:

Hosted on [Github](#)

Contribution Screenshot:

The screenshot displays a list of GitHub commits, organized by date. Each commit entry includes the commit message, the author's name and profile picture, the time since the commit was made, and a 'Verified' badge. The commit hash and a link to view the commit are also provided for each entry.

- Commits on Dec 11, 2019**
 - Delete 2D fighting game.zip
nuba6782 committed 27 minutes ago
Verified | 2842bb6
- Commits on Dec 5, 2019**
 - All page's placeholder's removed except game page
ArashYousef committed 6 days ago
5828f3d
- Commits on Dec 3, 2019**
 - Unity files for gameplay
nuba6782 committed 8 days ago
Verified | 6223548
- Commits on Dec 2, 2019**
 - Add files via upload
nuba6782 committed 9 days ago
Verified | 0986773
 - added unity files for database connection and for photon network
elialdinger committed 9 days ago
45e7291
- Commits on Nov 17, 2019**
 - Delete register.html
ArashYousef committed 24 days ago
Verified | c1edb5c
 - Initial Website Commit
ArashYousef committed 24 days ago
7798b3a
- Commits on Nov 7, 2019**
 - Test 2
ArashYousef committed on Nov 7
8b45278
 - Test Commit
ArashYousef committed on Nov 7
80867ed

For most updated commits see the full Github page [here](#)

Deployment:

The app is run on two different systems. The first system to open the page and start the application becomes the host player and when another player starts the game with the host running they will join their game as a client. Download the project from the github provided and open the index.html page to run the game.