

# Road Combatants

- A Platformer/Fighting Game

Festive Haircut, Team 4

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# Purpose and Audience

- Road Combatants is a 2D side scrolling fighting game
- You can face off against another player or a computer in single player mode
- Elements of platforming present in the game as well
- For anyone who wants to play a game without having to download large files

# Development Tools



# Unity

Cross-Platform Game engine

Uses C++ Language

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# MAMP

Free local server environment  
Connects Unity project to our  
database

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**MAMP**  
Your local web server

# phpMyAdmin

Hosts the MySQL database  
Used PHP to connect to MAMPS  
and with Unity

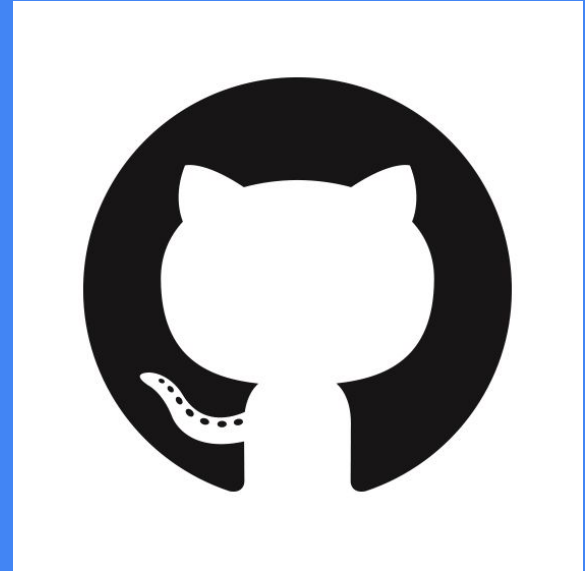
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# GitHub

Saves code allowing for version control and backing-up code

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# HTML Platform



- Website that connects to the database
  - Players can login/setup an account
    - Logging in will pull that person's information from the database
- Holds the game
  - Once player get their account they can access the game with the browser
  - Once games finishes, database is updated with player scores.



# Communication Tools



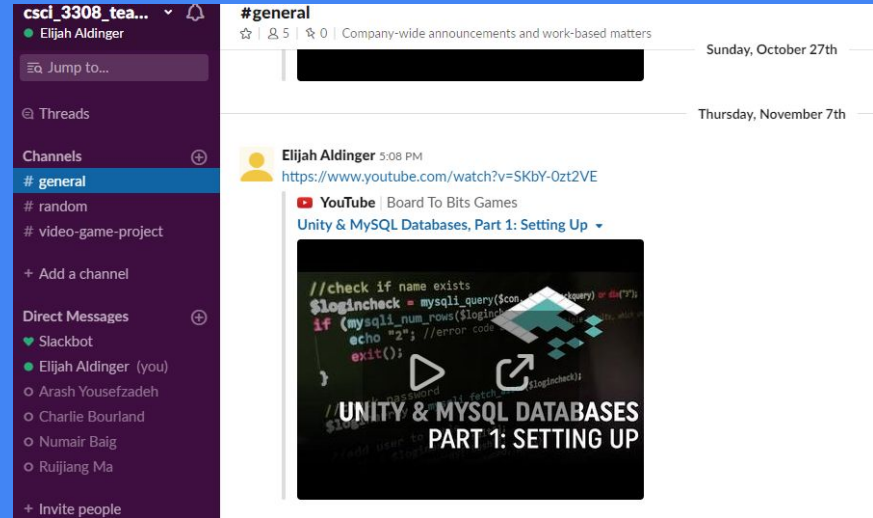
# Communication

Slack Workspace for important messages and info

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SMS Messaging for planning meet times and quick ideas

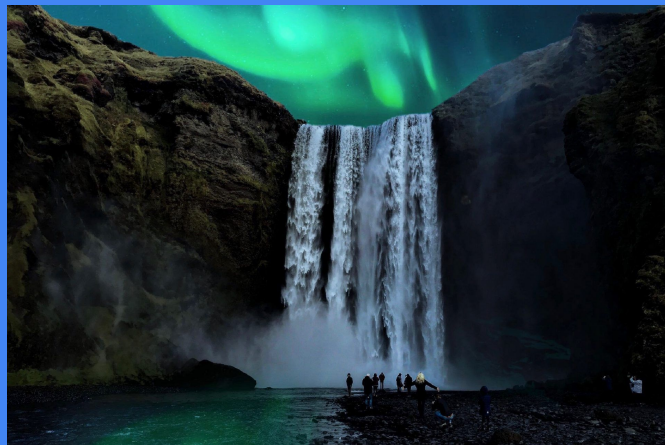
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# Methodology

Iterative/Waterfall  
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Kanban board (Google Sheets)  
Organized our tasks, who was  
doing what  
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Week 8 - Week 9	Week 10 - Week 11	Week 12 - Week 13	Week 14 - Week 15
Design	Sprint 1 - Code	Sprint 2 - Test	Sprint 3 - Integrate
<b>Gameplay</b> Priority Level: 1 Who: Arash When: Nov 1st			
<b>Customization</b> Priority Level: 5 Who: Nurnair Baig When: Week 11			
<b>Account Management</b> Priority Level: 4 Who: Eli Aldinger When: Week 10-11			
<b>Gameplay Backend</b> Priority Level: 3 Who: Charles When: Week 11			
<b>Account Data</b> Priority Level: 3 Who: Ruijiang Ma When: Week 11			
<b>UI/UX</b> Priority Level: 2 Who: Eli Aldinger When: Week 11			

# Challenges



# Unfamiliar with Resources

## Challenge:

We were inexperienced with most of the resources before the project started

## Solution:

We all learned how the resources worked as we went through project

Searching for answer to our problems from other sources

Asking TA for advice

# Schedule Conflicts

## Challenge:

Everyone couldn't make meeting times due to differing schedules

## Solution:

Changed meeting time from weekends to weekday

Changed meeting time/day for that week if two or more couldn't make it

Created a group chat for easier communication about meeting time changes

# Large Scope

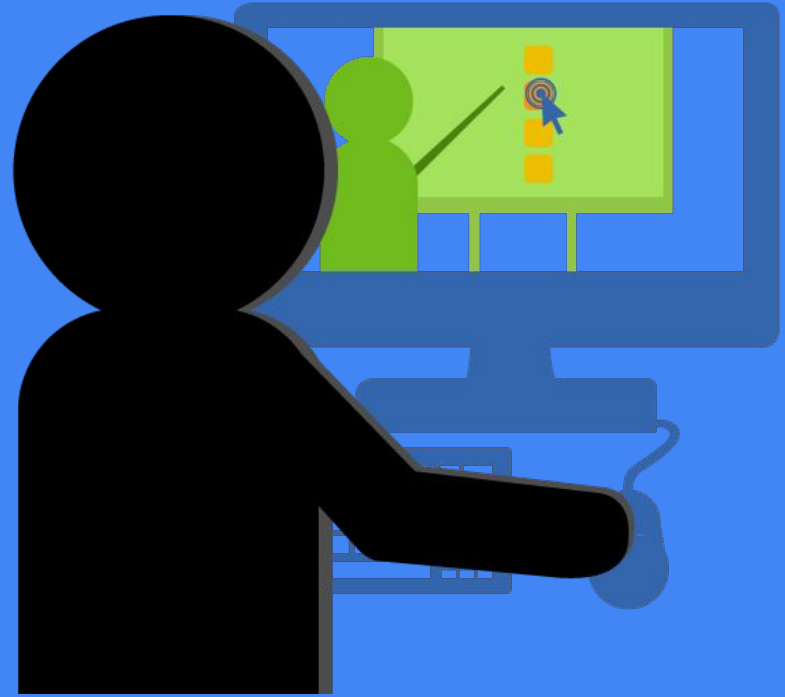
## Challenge:

Our project's scope has been harder to manage than we anticipated

## Solution:

Spending extensive time this week for integration of our components

# Demo





# Current Features

1. Core movement and gameplay
2. Client and host networking
3. MySQL Database for account information

# What's Next?

Full Integration of Unity project with HTML Site

Customization options

Thanks!

