

## Title

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# Star Traders

## Who

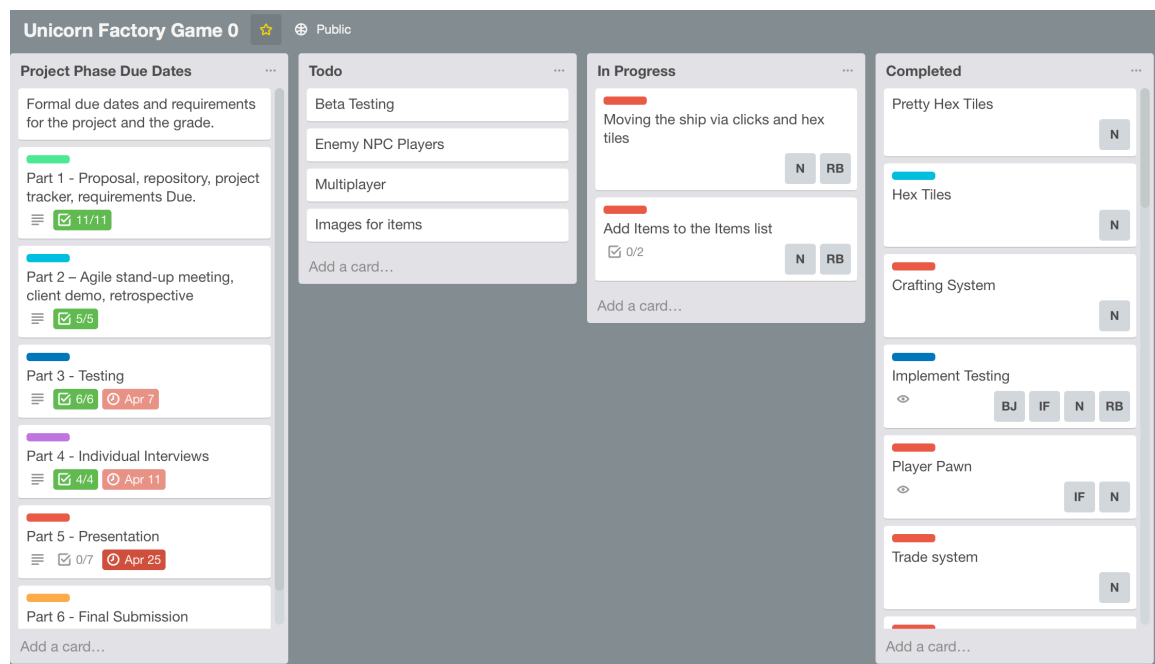
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Robert Ballard  
Isabella Figueroa  
Brandon Jacquez  
Nicholas Pfeufer

## Project Tracker

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<https://trello.com/b/UMEHXd3i/unicorn-factory-game-0>



## VCS Link

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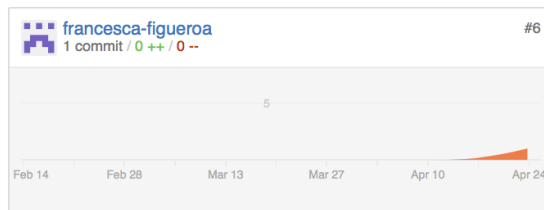
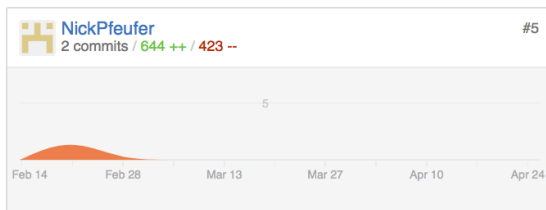
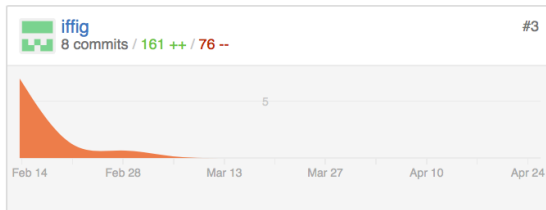
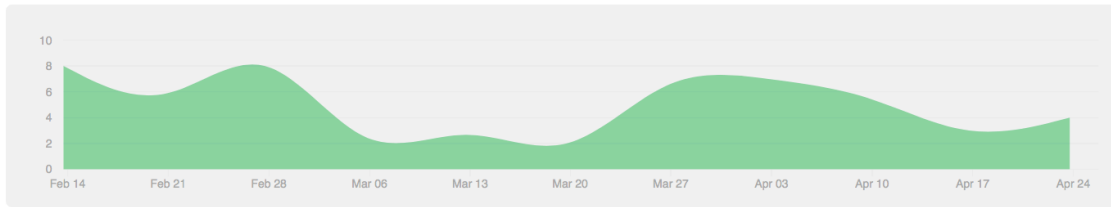
[https://github.com/francesca-figueroa/Star\\_Traders](https://github.com/francesca-figueroa/Star_Traders)

## Member Contribution

Feb 14, 2016 – Apr 26, 2016

Contributions: **Commits** ▾

Contributions to master, excluding merge commits



Member Name	GitHub User Name(s)
Robert Ballard	robertBallard
Isabella Figueroa	francesca-figueroa
Brandon Jacquez	baroquemyheart
Nicholas Pfeufer	NicholasPfeufer NickPfeufer

Please note that some members commits seem low, however, we used pair programming for many pieces of the project due to difficulties with C++ integration in Unreal cross platform.

## **Deployment**

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For our project deployment is simple. First copy the repo of the group GitHub using the command:

```
git clone https://github.com/francesca-figueroa/Star_Traders.git
```

Once the repo has been cloned you simply run the executable file and play the game.

## **Auto Documenter**

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Unfortunately there is no Auto Documenter that works with the Unreal Engine. Unreal utilizes a visual coding technique, which allows the code to be easily followed. To view the code we recommend downloading the Unreal Engine at the following link:

<https://docs.unrealengine.com/latest/INT/GettingStarted/Installation/index.html>