

STAR TRADERS

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THE GAME

- Desktop Trading Game
- In Space
- Selling / Buying From Planets



TOOLS USED



Game Design Engine:

Used as an environment to create Star Traders

PROS

- Easy Graphics
- Innovative visual programming language
- Powerful engine

CONS

- C++ integration in Unreal doesn't work well cross platform
- New for most members





AUTOMATED TESTING

GENERATED TESTS

- Levels
- Blueprints
- Graphics

DEPLOYMENT ENVIRONMENT

- Unreal generates executable
- Run on any modern PC





GitHub

VCS Repository:

Used for storage of project and for easy of access by all members

PROS

- Easy for all members to access changes

CONS

- Can be difficult working with so many branches
- Merging
- Unreal Integration





Project Tracker:

Used to keep track of to-do, in-progress, and completed tasks

P R O S

- Clear format
- Quick updating
- Keeps track of progress

C O N S

- Difficult to remember to update





NO EXISTING AUTO DOCUMENTER FOR UE4



USE OF DATABASE WAS UNNECESSARY


METHODOLOGIES

- Agile Process



- Peer Programming





Challenge	Resolution
UE4 C++ Compatibility	Peer Programming
Unfamiliarity with Unreal	TUTORIALS. TUTORIALS. TUTORIALS.
Time management (initially)	Weekly meetings, lots of communication



DEMO

IMAGE CREDITS

<http://appindex.com/wp-content/uploads/2015/01/logo-unreal-dd61b70eab1c4564c49a3f58c1ffa124.jpg>

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