Collaboration Breakdown

* Members
  + Jaiden Gann
  + Crystal Chandler
* Analysis
  + MDA
    - Intro - Jaiden
    - Mechanics – Crystal
    - Dynamics – Crystal
    - Aesthetics – Jaiden
    - Conclusion -Jaiden
    - Jaiden came up with general framework and information for those paragraphs and Crystal improved them. Both of us read over and edited anything needed for the overall analysis.
  + Mechanical Problem
    - Jaiden- did generally framework and provided information for a couple of the paragraphs
    - Crystal – edited, added more information
* Unity
  + Because flappy bird has been done by so many others, we used these youtube videos to help in creating our flappy bird. What we didn’t get from videos, we got by looking at the example game provided to us (specifically its scripting) or by googling specific questions (such as conditionals based on scenes)
  + A complete how to tutorial: <https://youtu.be/ihvBiJ1oC9U>
  + Sprite Sheet: <https://forum.playcanvas.com/t/perfectly-recreating-flappy-bird-in-html5/10195>
    - Splitting the sprites on that sheet: <https://youtu.be/AQXs_w_IaxU>
  + Separated Sprite
    - Sky: <https://github.com/akhil-code/flappy-bird-neuro-evolution/issues/1>
    - Ground: <http://pixelartmaker.com/art/0a369167f640e62>
    - Longer pipe: <https://www.nicepng.com/ourpic/u2q8w7e6e6y3o0q8_flappy-bird-pipes-png-bottle/>
    - Gameover: <https://www.seekpng.com/ima/u2q8o0r5i1o0u2t4/>
    - Title: <https://thestempedia.com/project/make-flappy-bird-game-using-human-body-detection-extension-in-pictoblox/>
  + Jaiden
    - Problem Scene: player, movement, animation (attached animation loop rather than a scripting scenario animation), background, pipes (prefab, spawning, movement), scripting for scoring/losing, UI.
    - Scene Switching
  + Crystal
* Video
  + Player
  + Who did the videoing
* Submission