

# Project Report

## Call of Adventure

### Members:

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### Sprint 1

The initial goals for this sprint was to get a solid foundation from which we could then improve and add upon. We wanted the user to be able to make an account to represent them; to take quests and get gold and items; to customize their character's appearance; to buy items from a shop to improve their character; to hire other users to aid them in their quest; and for items to have different stats that make them unique. We set out to accomplish these tasks and we only ended up dropping one due to difficulty and time constraints, this was character customization. We meet every Tuesday and Thursday from 10:30 to 11:30 to discuss how our tasks were coming along and what needed to be completed. We also found the tasks to be easier than expected, though we did have database troubles. In particular SQLite does not seem to know how to update the database correctly so we had to often purge the databases folder in order for the page to work. In the end we worked for a total of 55 hours combined.

### Sprint 2

For this sprint we wanted to add new features and expand what we already had. In particular we started work on a unity webgame to go along with the webpage, to make the actual questing more meaningful, rewarding, and exciting. We also wanted to make the shop have varied item inventory that can be restocked; we wanted quests to be given to the user based on their equipment level and stats; to start formatting and styling the webpage to make it more appealing; the ability for users to create their own quests which can earn them rare ore; and the unity game itself. We continued to meet at the same times as the previous sprint, though we did have several issues of certain members not always attending. The team was split into two groups, one to work on the unity game, and the other to work on web design and styling.

For the web team, we set out and achieved all of our goals and were able to get a head start of further styling of the web page, which was not much of the focus for this sprint.

For the unity team, we had to first figure out a way to communicate from unity to web2py, which James figured out how to do. From there we had to start laying the foundation for the

game itself and the features needed to meet the game design goals. We wanted users to have unique abilities depending on what their “best” stat was.

We ended up working for 55 hours this sprint, getting all web goals achieved and great progress on the unity game.

## Sprint 3

For this sprint we wanted to finish up styling the webpage, complete the unity game, and then finally implement into the main webpage as part of the game. In addition we also wanted to add some smaller features that we thought would better flush out how the game would behave, this being the ability to sell items and forging new ones from rare ore.

For the unity game, we also decided to have more than just a battle part, we also wanted to add a walking around part, where the user would have to find a treasure chest in order to complete the quest. Along the way they would have to fight monsters which would open up the battle part of the unity game. Julius did most of this himself, and got help from Shirley and James when trying to add this to the battle part of the game.

For the web team, not much changed regarding features and game elements, the most major one being a way for users to turn rare ore into new items that could be very strong. Julius, Nickolas, and James worked on styling the pages.

We ended up working for 66 hours on this sprint, getting everything that we wanted to get done.