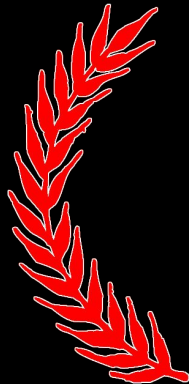




Making sure your down-time is as fun as it can be.

# ALPHA Legion



**candice** Academia

**JOHNNY** CHI

**NICHOLAS** RUIZ

**ROBERT** Steiminger

**STEPHEN** SING



# Project Definition



- Rhythm-based runner
- Levels designed for challenge and fun
- Upbeat music
- No time commitment required



# Rationale



- Desire to create a fun, simple game
- Playable for a short or long period of time
- Fun for all; large market audience



# Similar Products

- Geometry Dash
- Alto's Adventure
- Jetpack Joyride



# Core Mechanics

- Tap to jump
- Pause game
- Main menu



# Improvement

## UI

Completion of all menus with functionality



## Levels

Added more levels



## Android Integration

Successfully ported the game into Android



# Challenges

Bugs

UI in Unity



Android Integration

Unity -> Android



Google Play

User Accounts and  
Achievements



Google play



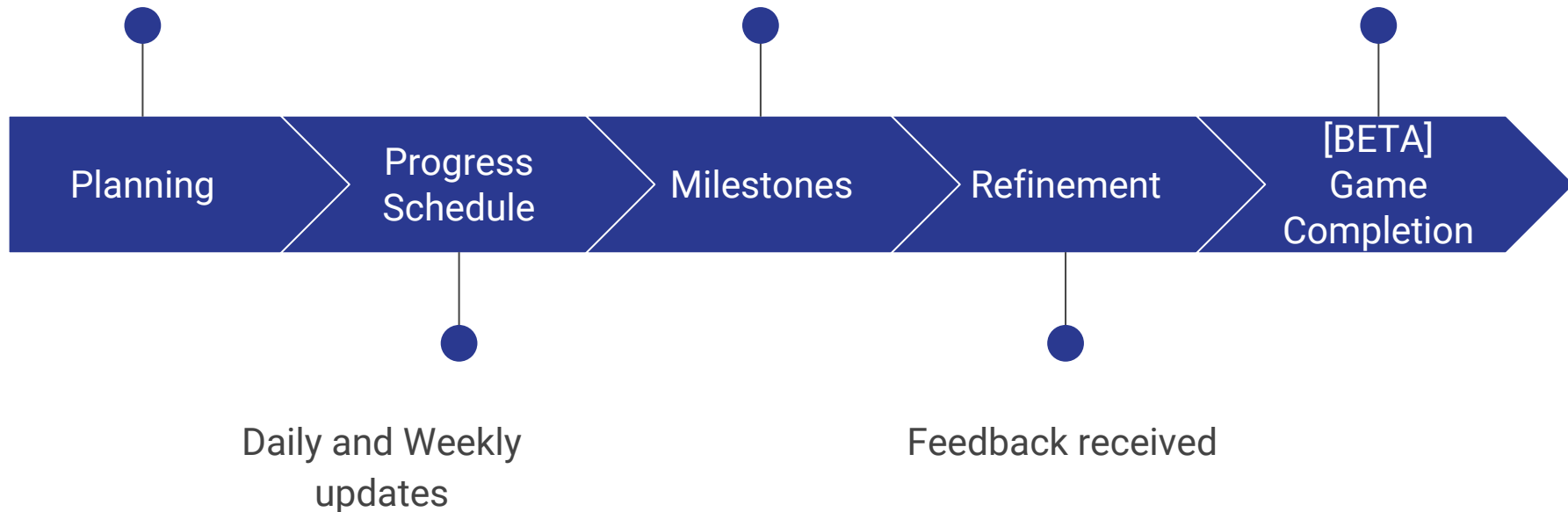


# Project Flow

Project  
conceptualization &  
Delegation of Tasks

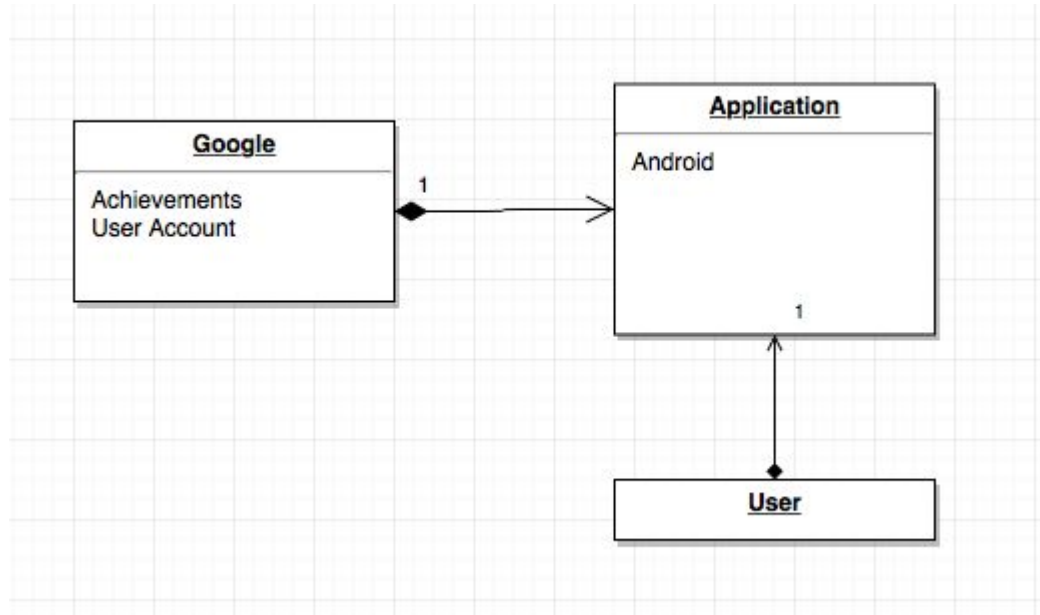
Mar 20: Documents  
Apr 20: First Demo  
May 10: Last Demo  
May 19: Final Submission\*

Doodle Dash is  
playable and  
publishable.

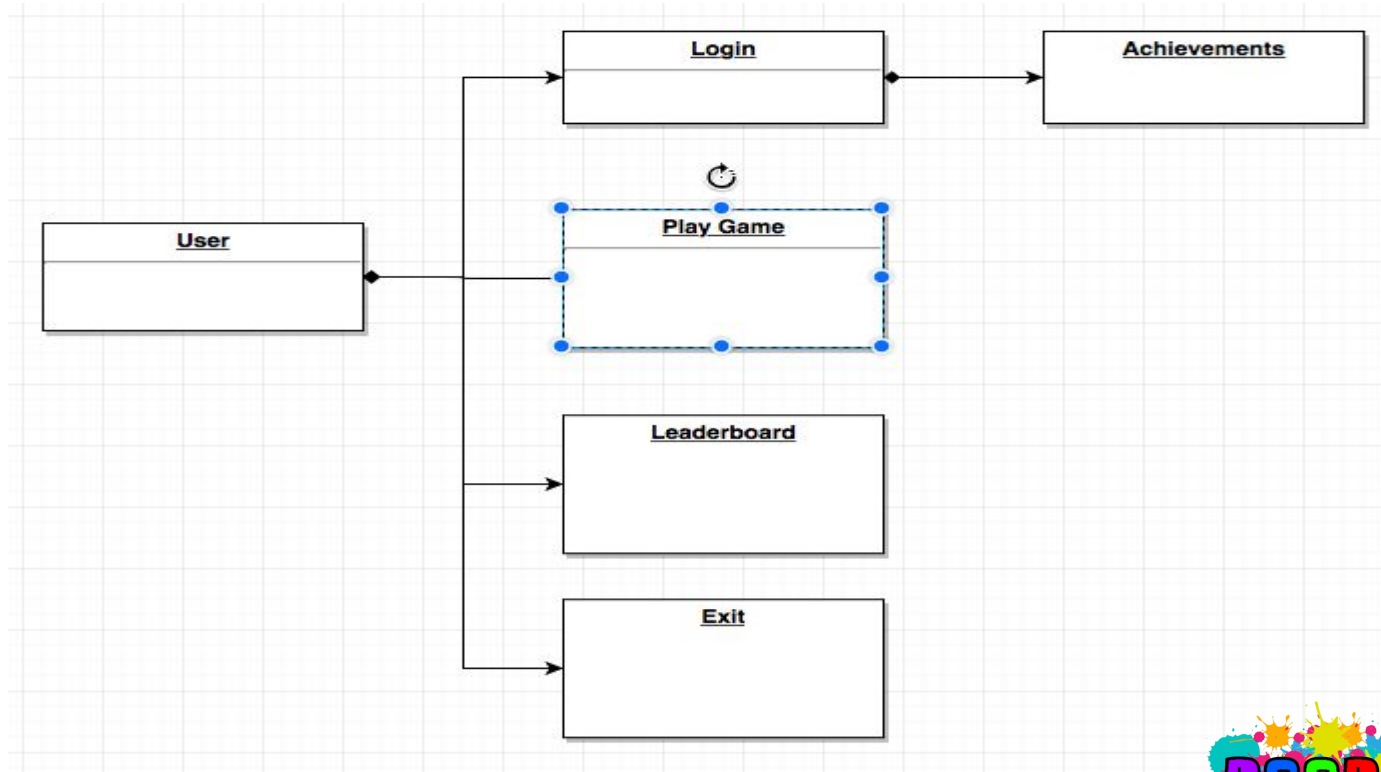


# Architecture

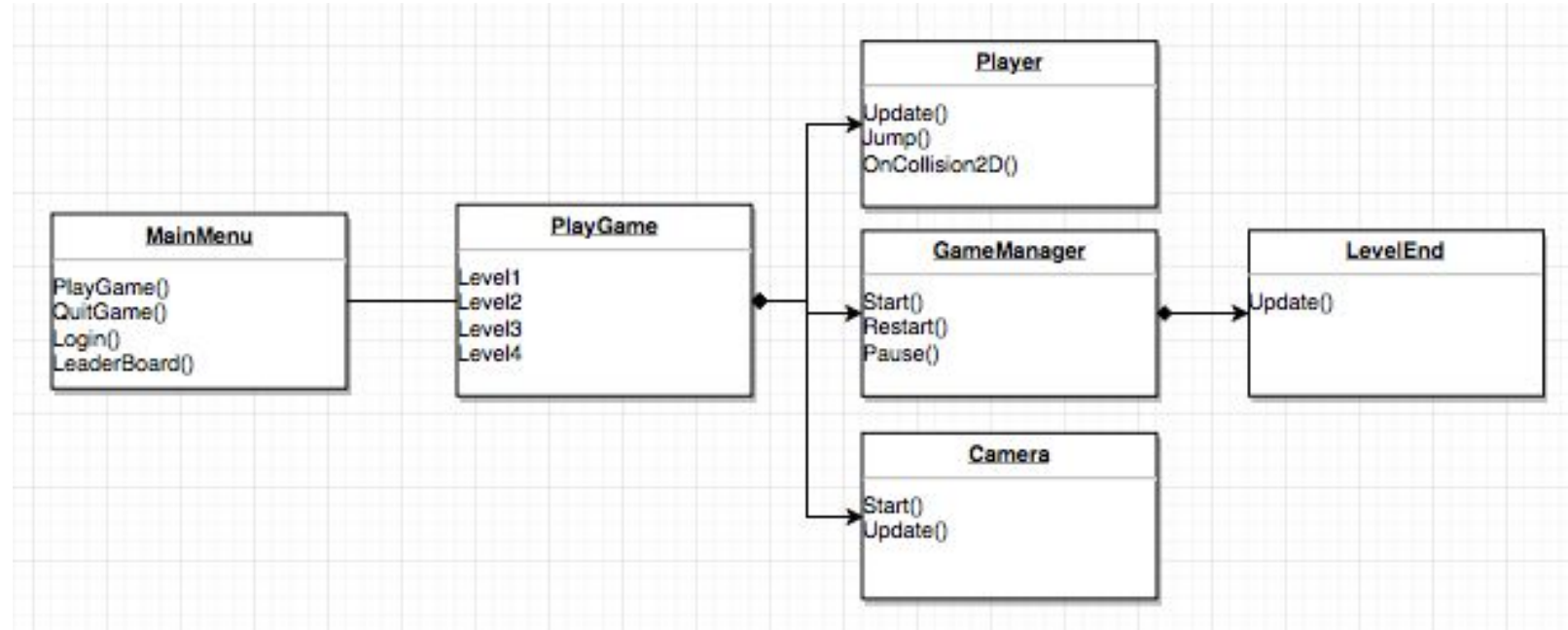
# Domain Model



# Use Case Diagram



# Class Diagram





# Communication



- Slack
- Google Team Drive

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# DOODLE DASH



- Allowed for easy communication
- Simple set up
- Exchange of files
- Backlog of sent messages
- Personal messages
- Intuitive user interface





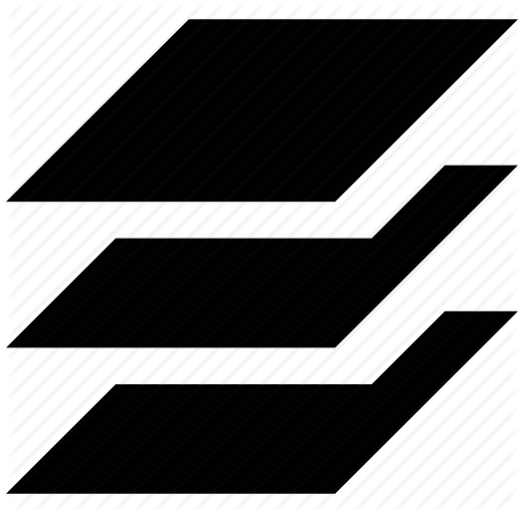


Google Drive

- Team drive creation
- Ease of collaboration
- Shared files accessible by all members
- Simultaneous editing of documents
- 24 hour availability



# Version Control



- GitHub





## Stats:

- Started Feb 11
- Span of project: 98 days
- 55 commits total
- 7 branches
  - Difficult to track commits to each branch



Feb 12, 2017 – May 11, 2017

Contributions: **Commits** ▾

Contributions to master, excluding merge commits



# Testing Schedule



- TC-01-01 - Game starts in Unity
  - Completed 28 March 2017
- TC-01-02 - Game playable in Unity
  - Completed 4 April 2017
- TC-01-03 - Game playable in Android
  - Completed 13 April 2017



# Demo

