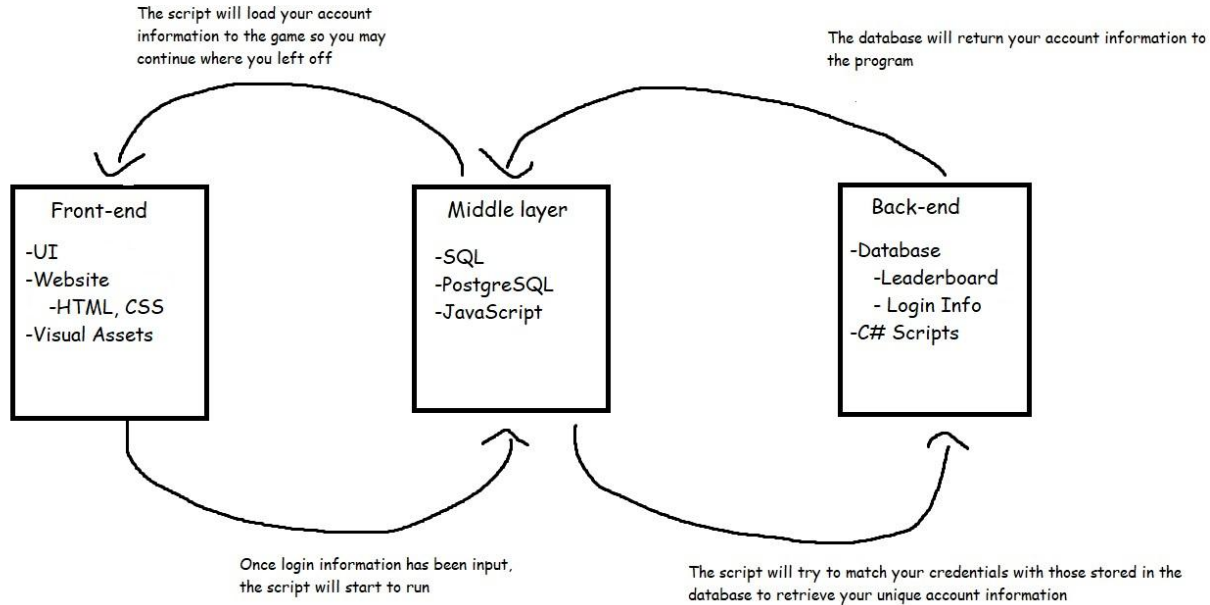


A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

5 Guys Games Ice and Fire

By: Kevin Jacob, Rahul Shenoy, Mitch Segura,
Jonathan Powers, Austin Skeffington, Michael Metz

Architecture Diagram





Tools

- Discord- Primary communication tool. Rating: 4/5
 - We still had communication issues but it was easy to have one chat where everyone could communicate with one another
- Unity Teams- The game was constructed entirely on Unity and we shared code with one another through Unity Teams. Rating: 3/5
- GitHub- for the collaboration of the website portion of the project. Rating: 5/5
- SQL/PostgreSQL- The leaderboard website uses SQL to pull leaderboard scores and arrange them by score (descending order). Rating: 5/5
- VSCode/Rider/Data Grip- We utilized C#, HTML, CSS, JavaScript, SQL in the creation of this project, primarily through VSCode and Rider. Rating: 5/5
 - DataGrip was used to manage the database portion of the project
- AWS- Used for the deployment of application and hosting our server. Rating: 3/5



Challenges

- Communication - We had trouble communicating with one another due to working on multiple things, ex. Unity and the game website.
- Organization - It was difficult to stay organized with so many files in play, using Github and Unity Teams also made it more difficult to find where files were
- Tool application - We needed to learn new applications, so it took time and effort to learn them from scratch
- Multiple project restarts - There were a lot of times where we had to revise our project scope and idea, so we found ourselves starting over from scratch
- Narrowing scope - It was difficult to pick an idea that was manageable because we started with too high expectations, and slowly ramped down to something much more manageable