Project Milestone 7

Team Number

111-3

Team Name

Team Runner

Team Members

Tristan Hanna
Jianbai Lei
Manny Navarrete
Mitchell Phelps
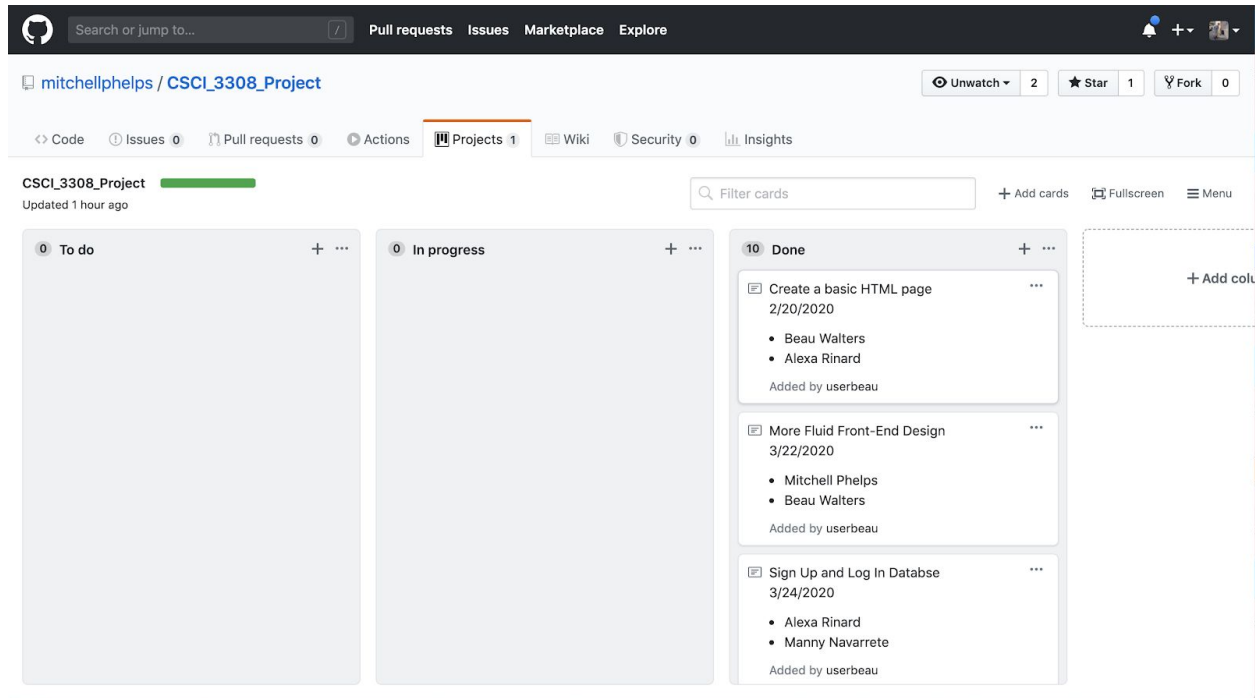Alexa Rinard
Beau Walters

Application Name

Runner

Application Description

This application is a platformer game that keeps track of how long the user is alive and active and provides a leaderboard of the top scoring users. The user is able to create an account, which allows their high score to be saved to our database. There is also an option to look at the updated scoreboard for the top 10 scores from all logged in users. In the gameplay, the user starts on the left side of the screen as the obstacles and background move towards the character. If the user runs into an obstacle the game will log their progress and add them in the correct position on the leaderboard based upon their score. We have designed the game to have a competitive nature, which allows for decent replayability to prevent users from getting bored.
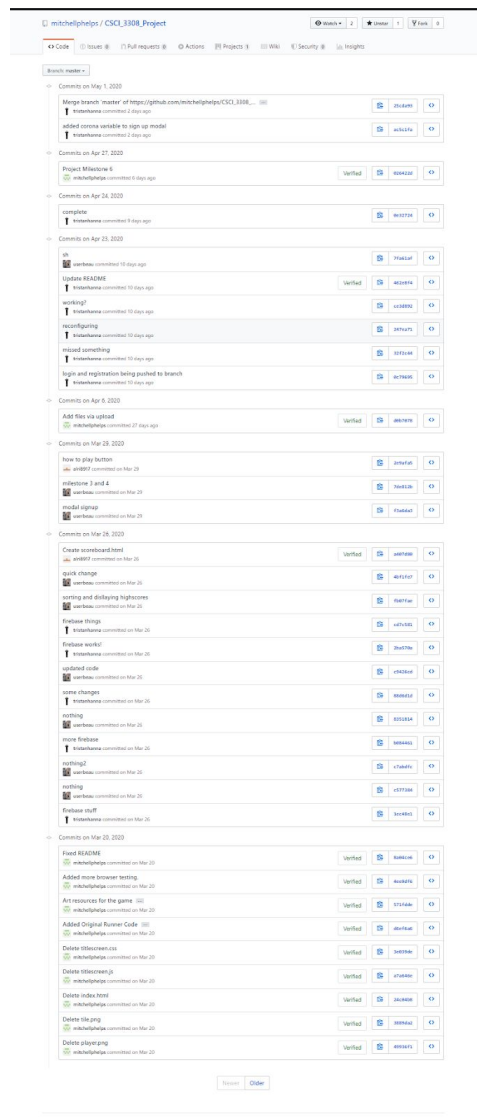
Project Tracker

We used Github Projects to track our progress through this project. The link is
https://github.com/mitchellphelps/CSCI_3308_Project/projects/1

VCS

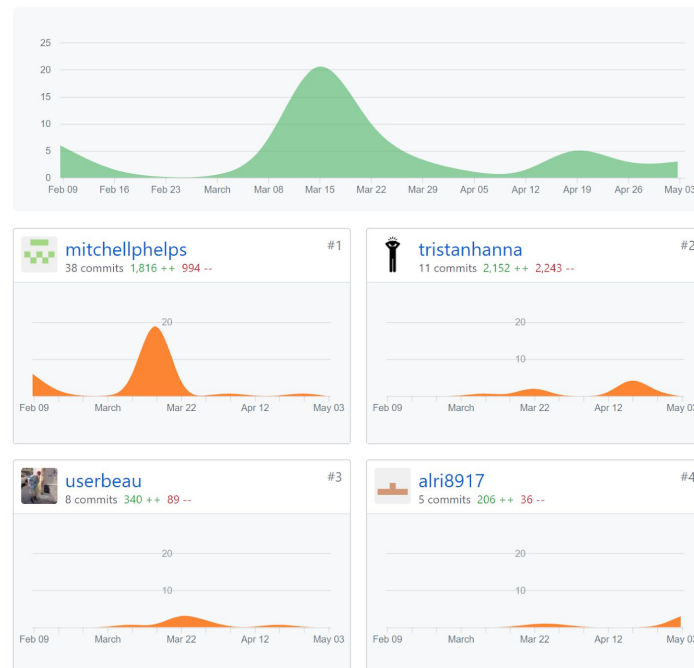Link to github repository: https://github.com/mitchellphelps/CSCI_3308_Project

Contributions

Feb 9, 2020 – May 4, 2020   **Contributions: Commits ▼**

Contributions to master, excluding merge commits

mitchellphelps   #1
38 commits 1,816 ++ 994 --

tristanhanna   #2
11 commits 2,152 ++ 2,243 --

userbeau   #3
8 commits 340 ++ 89 --

alri8917   #4
5 commits 206 ++ 36 --

Tristan's contributions:

I worked on creating the Firebase DB and then implementing it into our game with Beau and Alexa. I also created the login and sign up modals, did some styling, and helped with the logic of connecting our backend to the game/front-end.

Mitchell's contributions:

I worked on the front-end for the main page, including many of the buttons and the layout of the page. I also worked on the game design including sprites and animation. This included the use of Phaser.io which is a HTML/JS library used for making games. Unfortunately, I was not able to incorporate our Corona themed game into the final version of the project.

Alexa's contributions:

I worked on the front end design, which included adding a 'How to Play' modal, the scoreboard modal, and various design aspects. The scoreboard modal was a collaboration between Beau and I. I also helped come up with the coronavirus theme idea. I also helped with the setup of the Firebase database with Tristan and Beau.

Manny's contributions:
I helped come up with and implement various in-game, front end ideas and designs.

Beau's contributions:

I worked on the scoreboard logic. I implemented the algorithm in Javascript that sorts the scoreboards from highest to lowest and displays the data in a modal. I worked with Tristan and Alexa to make sure the scoreboard modal was working and writing and reading from our firebase database. I also provided feedback on the game itself and worked with Mitchell to make sure the look and feel of the game worked well.

Deployment

We used the Atlas creative server to deploy the game. This allowed us to have a free platform to deploy the code and provide a live, working link so that people can test it out.

The game is live at this link:
https://creative.colorado.edu/~trha0779/runner/