

Milestone 3 - Group 102-5

Completed Features

- Working Game in Unity
 - Although we only have the basics of a Unity game at this point, we have a fully working side-scrolling game (using art/animations provided by Unity).
 - We plan on incorporating our own art, animations, and level design as we go on. Having the basics of a game already set up allows us to know exactly how to move forward.
- Working HTML Scoreboard
 - We developed a scoreboard in HTML that shows the basics of how our final scoreboard will look when we have a completely incorporated online version.
 - Again, since we haven't developed the art for our game yet, there are placeholders for everything where there will be an info page, icon on the navbar, and actual usernames/scores.
 - We created JavaScript code that randomly generates usernames and scores for display on our scoreboard.

What Worked

- Everything worked as we expected it to during the in-class demo. We've learned that Unity makes it hard to actually develop a buggy game, so it ran quite smoothly. The scoreboard was (at this point) just simple HTML code, and we had tested it running beforehand so everything was working fine there too.

Obstacles/Challenges

- Almost nobody was familiar with Unity prior to the start of the project, so one major challenge was trying to learn to use a new tool on the fly. Before we did this, we were unable to delegate tasks and we had trouble finding an entry point on the assignment. It was difficult to start the project at a far more "basic" level than originally intended as this got in the way of our plans, but eventually the results were worthwhile. We each developed a strong foundation for work in Unity and learned more about our limitations in project organization as well.
- GitHub has a limit on file size for its repositories, and Unity files are quite large. It was hard to coordinate work and maintain version control without GitHub. We now have a work-around and can safely upload and use our Unity game files with GitHub. This will make the work more tightly controlled moving forward.

Suggestions from TA

- Chelsea suggested first and foremost to start moving toward personalizing the game and actually developing our own product. This is very important, since showing a working game with art style/animations that aren't even our own doesn't really constitute a personalized game to the average person (even if the code behind the game may be our own).
- For the scoreboard, Chelsea suggested we move toward finding how to integrate SQL (or whatever we choose for a database, we'll probably use SQL) with Unity and form a middle layer between the actual game and the website itself. Just showing her the HTML code was great, but it doesn't show that we have down what is **actually** needed for a working scoreboard.