

Mirror Matches - Project 6

Status Summary:

Team Members:

Sebastian Torres
Jack Ashburn

Work Done:

Jack Ashburn - Setting up class and sprites for Tile and Pawns, as well as the grid managing system that displays them when the game is run. Also photoshopping sprites for the above sprites.

Sebastian Torres - Created the home page scene and the pick teams scene. Linked the buttons to their appropriate functions to create the workflow to get to the gameplay scene.

Changes:

No major changes, although we may have to replace the Singleton pattern because the game board scene is already designed that way in Unity.

Issues:

- Learning Unity has been much more time consuming than expected
- Unity is harder to implement inheritance because everything falls under strict namespaces and we are not very familiar with Unity
- All Unity scripts are derived from the base class MonoBehaviour which is causing some errors when using the keyword "new". The "new" keyword is needed when moving objects as we need to define a new Vector

Patterns:

No patterns have been implemented yet because we had to spend a lot of time building our board/sprites/pages, and learn how Unity works in the first place. The patterns will be added very soon.

Plan for Next Iteration:

Utilize inheritance and patterns to make the code cleaner and reusable, which comes along with the functionalities (which we haven't yet implemented) we plan to make.

Class Diagram:

