

## Project Proposal #9

**Title:** Attack of the Triangles

**Who:** Tyler Cook, Anthony Ryden, Nick Rohn, Seth Perry

**Methodologies:** Waterfall was used until a working prototype was built, and then agile was used to add on features and functionalities.

**Project Tracker:** <https://trello.com/b/0351TpbL/attack-of-the-triangles>

### Project Plan:

To Do's	DONE	Making Game
TYLER - Set Up Settings in Pause Menu	Using Unity to create basic structure of game.	Create the database.
Set up Website	TYLER + SETH - Make menus (Pause, Main Menu).	Design the website for viewing scoreboard.
Add a card...	SETH - Add functionality to game e.g., left-handed accessible.	Set up log in/register features.
	SETH - Set up game over mechanism for when all squares are destroyed	Set up security feature for log in credentials.
	SETH - Set Up Different Difficulties in Main Menu	Add a card...
	SETH - Set up Database	
	ANTHONY - Modify UI to look nicer	
	ANTHONY - Add actual sprites	
	SETH - Modify Collision detectors to fit new sprites	
	Add a card...	

### Adding Features



Add password recovery feature.

Add color customization.

Add settings to settings menu.

Add feature to display score to website.

Add feature to display global scores.

Add feature to order scores based on platform.

Add feature to sort scores based on date and score.

Add a card...

### Reviewing Game



Test for bugs by playing.

Test website performance.

Test game performance.

Test password recovery tool.

Add a card...

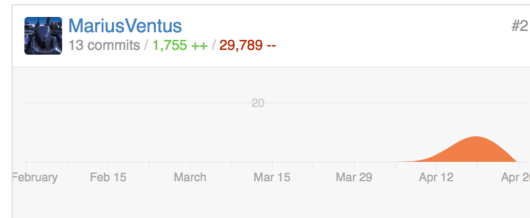
**VCS:** [https://github.com/sperry94/ANST\\_Project](https://github.com/sperry94/ANST_Project)

### VCS Screenshot:

Feb 1, 2015 – Apr 28, 2015

Contributions to master, excluding merge commits

Contributions: **Commits** ▾



(Note: Tyler Cook made 7 commits under the name tycook. These can be seen in the commit history, but they were not credited to his account and thus were left out of the contribution graphs.)

**Deployment:** Our project can be downloaded at [www.attackofthetriangles.com](http://www.attackofthetriangles.com)  
(Note: we have hosted our database on heroku, and we are using cleardb)

**Differences from beginning:** Our project differed from our initial proposal in that it ended up being a windows/mac standalone game instead of a mobile game. Furthermore, the implementation of a database changed in that we did not have a username/password system as we initially planned. Our end product takes a username and then uses that to store data with. The score evaluation is also less robust than we had planned. We had set out to provide local and global score tracking results, along with heat maps on a webpage, however our project does not include these features.