

**Title:** Software DMT

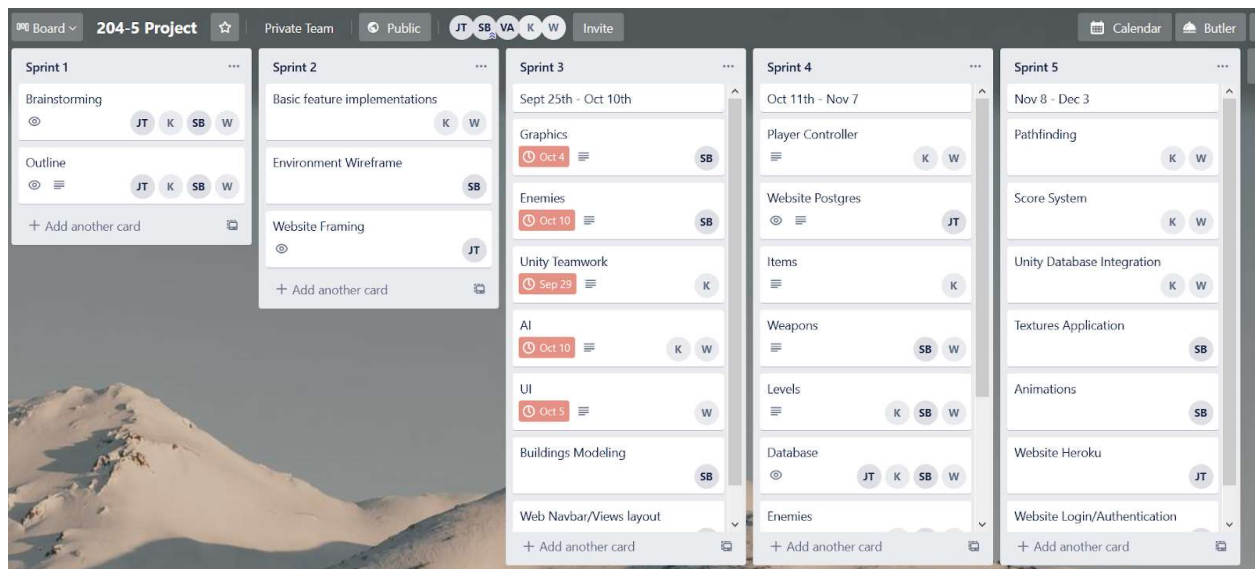
**Who:** William McLaughlin, Sam Britten, Joe Taylor, Kyle Leonesio

**Project Description:** SoftwareDMT is making a casual, 3D physics-based “rogue-like” game called SoftwareQuest that plays across brief episode-like levels with a self-aware software development theme that introduces the player to elements of the software design and production process.

Gameplay is a physics-based action-adventure where the player controls an avatar that must navigate through an environment, fighting enemies in real-time using items and powerups collected. Adversaries, equipment, power ups etc, will follow a software-development theme such as collecting skills like “Agile” (the agile development method), finding companions like the “3D modeler”, and overcoming obstacles like the “Clueless producer.”

SoftwareQuest is for gamers, who want to have fun in between classes or assignments while picking up industry knowledge, the game “Software Quest” is a 3D “Rogue-like,” that is entertaining but also informative and inspirational. Unlike the leading rogue-likes such as “Risk of Rain 2” that challenge a player to merely overcome an evil adversary, our product challenges the player to assemble a team of talented developers, collect valuable skills and methodologies used in the industry, and implement them in an effective way to successfully develop a project.

**Project Tracker:** <https://trello.com/b/Xm0X1gIM/204-5-project>



**VCS:** <https://github.com/CSCI-3308-CU-Boulder/204-5>

(Note: as noted in the readme, the github was only used for storing some code and backups, Unity Collab was used as the primary VCS/file sharing for the unity project, as there is no public link for this, screenshots from commits within that program are below.

Website was developed by a single member and stored locally on machine with example/demo and final version pushed to git, and hosted on heroku, screenshots below)

**Contributions:****Kyle Leonesio:**

Technologies: Unity (C#), Unity Collab, PostgreSQL/pgAdmin, Heroku, visual studio, github.

I Worked Mostly in unity but also worked with postgre and heroku. My primary contribution was getting inventory working and the ability to pick up items in game. I also made the death scene with the ability to submit scores and made the hud display for current score. Lastly I worked with William to get database integration set up so I could submit scores and he could login.

**William McLaughlin:**

Technologies: Unity (C#), Unity Collab, PostgreSQL/pgAdmin, Heroku, Visual Studio

Features: Player movement / shooting, enemy movement / damage, game login

Summary: I worked primarily in unity building the game, my focus was on player and enemy movement. I set up a player character that can walk around and shoot, as well as take damage; then made enemies which could move and follow the player, as well as attack the player and take damage from the player. I also built the game login, allowing the user to play and store scores under their account. Kyle and I worked together on the initial unity to database integration.

**Sam Britten:**

Technologies: Blender, Krita, Quixel Bridge, Quixel Mixer, Unity, Unity Collab, Visual Studio, Github

Languages: HTML, Python (Blender Scripting), C (wrote script for game installer)

My contribution to this project was primarily to make assets for the game. The main software I used for this was Blender, where I modelled, unwrapped, and textured assets, and animated characters. I also created and edited textures using Quixel and Krita. I then imported my assets to Unity where they are rendered, and used Unity collab as version control and to share my work with my teammates. In addition, I created a small portion of the website (assets page). Finally, I wrote a C script to create an installer for the game so it is easy for users to set up.

**Joe Taylor:**

Technologies: VSCode, Github, Trello, Heroku, Postgresql, HTML+JS, EJS

Features:

- Project Management / Trello board and github
- Created the webpage through an iterative experimental process while learning webdev. Iterations included a framework in react/react native, JS single-page design, HTML/JS templates such as pug/pugjs.
- Experimented with database design in MySQL and locally stored database functionality.
- Switched to postgresql database for heroku hosting and website integration.
- Website:
  - A leaderboard page displaying the highest all-time scores in the game, pulls from the remote heroku database to stay updated.


- A registration page so users can sign-up with a username and password. (To avoid bots and spam downloads etc.)
- A wiki-like page with gameplay-related information and design process
- Game download link for the user to be able to download the game
- Database:
  - High score storage with two columns: username and score achieved.
  - User registration information stored on a separate table.
  - Website will call to this database to update the leaderboard page

## Commit Screenshots:


### Unity Collab Commit History:

<div>Collaborate</div> <div>⚙</div> <div>Changes History</div> <div>Page 1 of 3</div> <div> <div>wimc5462@colorado.edu</div> <div>About three days ago</div> <div>ID: d5ea42fe2</div> <div>No Comments</div> <div>7 changes</div> </div> <div> <div>wimc5462@colorado.edu</div> <div>About three days ago</div> <div>ID: e8f270c3d</div> <div>No Comments</div> <div>7 changes</div> </div> <div> <div>sabr0489@colorado.edu</div> <div>About three days ago</div> <div>ID: 7eb5f597bd</div> <div>No Comments</div> <div>3 changes</div> </div> <div> <div>sabr0489@colorado.edu</div> <div>About three days ago</div> <div>ID: 3b69288309</div> <div>No Comments</div> <div>3 changes</div> </div> <div> <div>sabr0489@colorado.edu</div> <div>About three days ago</div> <div>ID: csa9e8aa59</div> <div>No Comments</div> <div>1588 changes</div> </div> <div> <div>wimc5462@colorado.edu</div> <div>About three days ago</div> <div>ID: 58c7e6536d</div> <div>player take dmg</div> <div>3 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About three days ago</div> <div>ID: 87c4322e4f</div> <div>No Comments</div> <div>2 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About three days ago</div> <div>ID: dbacc7c32f</div> <div>No Comments</div> <div>4 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About three days ago</div> <div>ID: 446c3527f6</div> <div>No Comments</div> <div>2 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About three days ago</div> <div>ID: 117f6d4433</div> <div>No Comments</div> <div>1 change</div> </div>	<div>Collaborate</div> <div>⚙</div> <div>Changes History</div> <div>Page 2 of 3</div> <div> <div>kyle.leonesio@gmail.com</div> <div>About three days ago</div> <div>ID: 8712e208f7</div> <div>No Comments</div> <div>3 changes</div> </div> <div> <div>wimc5462@colorado.edu</div> <div>About three days ago</div> <div>ID: 7c3904a2ff</div> <div>login system</div> <div>10 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>Four days ago</div> <div>ID: 04b104691a</div> <div>No Comments</div> <div>11 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About eight days ago</div> <div>ID: 5861547e8f6</div> <div>No Comments</div> <div>3 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About 30 days ago</div> <div>ID: b0a5e8f60d</div> <div>No Comments</div> <div>11 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About 30 days ago</div> <div>ID: b6dbafe9d</div> <div>No Comments</div> <div>8 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About a month ago</div> <div>ID: f5e6903aca</div> <div>No Comments</div> <div>9 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About a month ago</div> <div>ID: 9e4aff1f13</div> <div>No Comments</div> <div>3 changes</div> </div> <div> <div>wimc5462@colorado.edu</div> <div>About a month ago</div> <div>ID: 6975b26ccf</div> <div>Added shooting and enemy follow demo areas, made targets into prefabs</div> <div>337 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About a month ago</div> <div>ID: 17752809e5</div> <div>added a title scene and made the inventory persist across scenes. Note for a scene to have an inventory it must have GameManager object or come after a scene that does.</div> <div>20 changes</div> </div>	<div>Collaborate</div> <div>⚙</div> <div>Changes History</div> <div>Page 3 of 3</div> <div> <div>kyle.leonesio@gmail.com</div> <div>Two months ago</div> <div>ID: fc4dad95ea</div> <div>inventory can open must fix issue when it is full</div> <div>6 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About two months ago</div> <div>ID: f2edbab41</div> <div>No Comments</div> <div>6 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About two months ago</div> <div>ID: 6ae24a9d579</div> <div>added hot bar</div> <div>8 changes</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About two months ago</div> <div>ID: 863448dc36</div> <div>added item fuctionality</div> <div>1 change</div> </div> <div> <div>kyle.leonesio@gmail.com</div> <div>About two months ago</div> <div>ID: 61fe65a67c</div> <div>No Comments</div> <div>8 changes</div> </div> <div> <div>wimc5462@colorado.edu</div> <div>About two months ago</div> <div>ID: fd43170137</div> <div>10.2.824 latest, functioning enemy follow with navmesh</div> <div>17 changes</div> </div> <div> <div>wimc5462@colorado.edu</div> <div>About two months ago</div> <div>ID: 27aed97b22</div> <div>Working fp controller + raytrace gun and hittable/killable targets</div> <div>18 changes</div> </div> <div> <div>wimc5462@colorado.edu</div> <div>About two months ago</div> <div>ID: 6c5bf5e37b</div> <div>Initial Commit.</div> <div>20 changes</div> </div>
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## Sam Britten Commit Screenshots:


 Commits on Nov 13, 2020

Add files via upload ...


 ssaammmbb committed 24 days ago

Verified


 6599428


 Commits on Oct 30, 2020

Add files via upload


 ssaammmbb committed on Oct 30

Verified


 718dc99


 Commits on Oct 16, 2020

Add files via upload ...


 ssaammmbb committed on Oct 16


Verified

 63bdd6e


 Commits on Sep 17, 2020


test4

 ssaammmbb committed on Sep 17


 2b8d088


working

 ssaammmbb committed on Sep 17


 588625e


tets


 ssaammmbb committed on Sep 17

 6c6badf


Sam

 ssaammmbb committed on Sep 17


 d79ca21

 Commits on Dec 7, 2020

Add files via upload


 ssaammmbb committed 2 minutes ago

Verified


 4b18f28

<>

Add files via upload

 ssaammmbb committed 5 minutes ago

Verified

 02295fc

<>

## Will and Kyle's Script Commits:

### Add files via upload

[Browse files](#)

Note: these scripts don't work on their own, they work in the unity project we have created, they do not show all the work done on the project but at least show some of the code being done.

 master kyleJL314 committed on Oct 30 Verified

1 parent e8772d4    commit 8ad2469e2df7c48b15c723b6143ef1b4b2a5b84d

 Showing 6 changed files with 264 additions and 0 deletions.Unified Split> 23  Code Components/kyle's\_Code/GameData.cs  ...> 11  Code Components/kyle's\_Code/ItemBehavior.cs  ...> 142  Code Components/kyle's\_Code/inventoryManager.cs  ...> 35  Code Components/kyle's\_Code/item.cs  ...> 13  Code Components/kyle's\_Code/sceneChanger.cs  ...> 40  Code Components/kyle's\_Code/testSql.cs  ...


### final scripts from unity projects

[Browse files](#)

added to properly named folder and deleted old versions, please note the scripts do not work independently of the unity project they were created in.

 master WillM5462 committed 3 days ago Verified

1 parent 34793df    commit b7ef3f33cbe23528e8b8697116c559e9d2916c60

 Showing 7 changed files with 311 additions and 0 deletions.Unified Split> 37  Code Components/Will's\_Scripts/gun.cs  ...> 58  Code Components/Will's\_Scripts/login.cs  ...> 30  Code Components/Will's\_Scripts/mainmenu.cs  ...> 37  Code Components/Will's\_Scripts/mouselook.cs  ...> 62  Code Components/Will's\_Scripts/playermovescript.cs  ...> 48  Code Components/Will's\_Scripts/target.cs  ...> 39  Code Components/Will's\_Scripts/targetmove.cs  ...

Joe Taylor's heroku/github builds/commits:



**jota2125@colorado.edu:** Build succeeded

Dec 3 at 6:27 PM · [View build log](#)

---



**jota2125@colorado.edu:** Deployed a23c31c8

Dec 3 at 3:56 AM · v10 · [Roll back to here](#)

---



**jota2125@colorado.edu:** Build succeeded

Dec 3 at 3:56 AM · [View build log](#)

---



**jota2125@colorado.edu:** Deployed 6daefaa7

Nov 19 at 5:13 AM · v9 · [Roll back to here](#)

---



**jota2125@colorado.edu:** Build succeeded

Nov 19 at 5:13 AM · [View build log](#)

---



**jota2125@colorado.edu:** Deployed 362fa188

Nov 19 at 4:55 AM · v8 · [Roll back to here](#)

---



**jota2125@colorado.edu:** Build succeeded

fix	gitRot committed 18 days ago	31fa232	<>
fix	gitRot committed 18 days ago	fb740cb	<>
Commits on Nov 13, 2020			
Merge branch 'master' of <a href="https://github.com/CSCI-3308-CU-Boulder/204-5">https://github.com/CSCI-3308-CU-Boulder/204-5</a>	gitRot committed 24 days ago	726c6d0	<>
Web v2	gitRot committed 24 days ago	acd6958	<>
Commits on Oct 30, 2020			
Merge branch 'master' of <a href="https://github.com/CSCI-3308-CU-Boulder/204-5">https://github.com/CSCI-3308-CU-Boulder/204-5</a>	gitRot committed on Oct 30	4f86161	<>
Website Commit	gitRot committed on Oct 30	9445003	<>
Website Framework	gitRot committed on Oct 30	b8fbfbf	<>
Commits on Oct 5, 2020			
Delete a	gitRot committed on Oct 5	Verified 24b0de1	<>
Add files via upload	gitRot committed on Oct 5	Verified 9191b0d	<>

## Deployment:

Go to the app website: <https://joe-cu-app.herokuapp.com/> Create or login to an account, and click the link to a Google Drive folder in the top right. This will take you to a download for the installer, which will walk you through the install process. Run the game, login to your account in game, and play until you die (hit by 10 enemies, or fall off the map). Press submit to send your score with your username to the leaderboard, the leaderboard can be seen on the website.

You can also visit this link to download the game directly:

[https://drive.google.com/file/d/1nW8lO7\\_QOgFZxa0LirDT5yz502AR5kV/view?usp=sharing](https://drive.google.com/file/d/1nW8lO7_QOgFZxa0LirDT5yz502AR5kV/view?usp=sharing)