

Group 204-5
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Project Milestone 3

What features were completed?:

- The database model holding high scores was completed, with some query scripts completed as well.
- Game models and shaders
- A React-Native webpage was hosted and displaying properly, with one homepage and a high scores link not yet leading anywhere.
- Basic game functionality
 - Created a build
 - Have enemy movement and tracking
 - Basic inventory
 - Start screen
 - Pickupable items
 - Gun that can do damage

What worked during the demo?:

- Game functionality worked correctly, saw functioning targets first then pick-up-able and stackable items. [note: enemy follow demo was skipped]
- Shooting mechanics
- Basic react website set-up was functional, and the database had working functionality as a storing point for scores, but no connection.

What issues were faced either during the development or during the demo?:

- The website needs to be filled out with more links and information, and communication with the database has not yet been achieved.
- Game assets were not yet imported to unity
- Still need to make connection between database and unity game.

What were the suggestions offered by the TA?:

- Use heroku for a common database to send scores to and to access from website
- Add a login/register page so people cant spam download etc
- Expand website UI, more pages on website, implement a login functionality.
- Clean up epics and past issues so work can be properly tracked on jira
- Connect database with game / website [focus on this]
- Spend more time on backend/database/website rather than the game.

Individual contributions by each team member:

Joe Taylor:

- Created the webpage framework in react.
- Created the first iteration of the database in MySQL.

Kyle Leonesio:

- Created the builds of the game
- Created a hotbar and an inventory to store items
- Added functionality to be able to pick up items
- Created a start screen
- Added functionality to have certain objects or scripts persist between levels

Sam Britten:

- Created game assets in blender
- Worked on getting blender assets to work properly in unity
- Created shaders in unity for use on 3D models

William McLaughlin:

- Worked on initial teams set up for unity collaboration
- Created initial player character to walk and shoot
- Added enemies that can be hit by the player [targets]
- Added a way for enemies to follow the player around the map [with pathing]