# **Project Milestone 5**

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

Title: Software Quest

## **User Acceptance Test:**

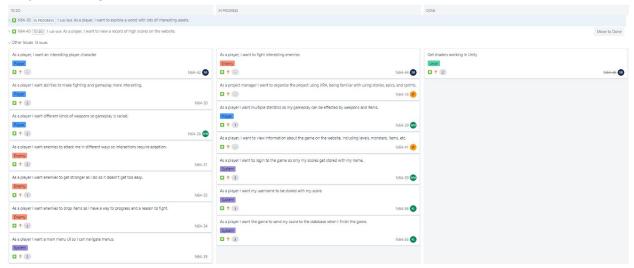
Feature 1: Log in System

- 1. User is able to register a unique account
- 2. User is able to log in
- 3. User is able to access private (registered users only) pages on website

#### Feature 2: Leaderboard

- 1. Unity sends score to database after dying in the game
- 2. The user should be able to go to the website and view scores
- 3. Users not logged in should be prompted to register before viewing the high scores page Feature 3: Game Functionality
  - 1. User is able to launch the game
  - 2. User is able to play the game an interact within it
  - 3. Gain score as we progress through the game
  - 4. User is able to finish and close the game

## **Project Management Board Screenshot:**



## **Individual Contributions:**

## Joe Taylor:

- Created the webpage framework in react.
- Created the first iteration of the database in MySQL.
- Planned final database with high scores and registration information.
- Created basic website layout for final site.
- Created website v.2 with node.js and pug
- Deployed website successfully on Heroku
- Successfully implemented user login/authentication with 3rd party server 'Okta"
- https://github.com/CSCI-3308-CU-Boulder/204-5/tree/master/Website%20v2

#### 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
- Installed system.data.dll
- Worked with will to get the database connection
- Created new class to keep track of score and submit it
- <a href="https://github.com/CSCI-3308-CU-Boulder/204-5/tree/master/Code%20Components/kyle">https://github.com/CSCI-3308-CU-Boulder/204-5/tree/master/Code%20Components/kyle</a> 's Code

#### 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
- Finished enemy design
- Animated character
- Began implementing character in unity
- Built an HTML page for the assets page of the website
- Styled webpage with css and added images
- https://github.com/CSCI-3308-CU-Boulder/204-5/tree/master/assetsWebpage

#### 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]
- Began work on weapon variations projectile hit detection over raycast
- Began design on items and scaling possibilities
- Worked with Kyle on making unity project connect to Heroku DB
- Made it so the user can login to the game (db call)
- https://github.com/CSCI-3308-CU-Boulder/204-5/tree/master/Code%20Components/myscripts