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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 and 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:

The screenshot displays a Project Management Board with three main columns: TO DO, IN PROGRESS, and DONE. The board is organized into three sections based on these statuses.

TO DO Section:

- Task 1: "As a player, I want an interesting player character." (N64-40) - Priority 2, Status: Pending.
- Task 2: "As a player I want abilities to make fighting and gameplay more interesting." (N64-30) - Priority 2, Status: Pending.
- Task 3: "As a player I want different kinds of weapons so gameplay is varied." (N64-38) - Priority 2, Status: Pending.
- Task 4: "As a player I want enemies to attack me in different ways so interactions require adaption." (N64-31) - Priority 2, Status: Pending.
- Task 5: "As a player I want enemies to get stronger as I do so it doesn't get too easy." (N64-32) - Priority 1, Status: Pending.
- Task 6: "As a player I want enemies to drop items so I have a way to progress and a reason to fight." (N64-34) - Priority 2, Status: Pending.
- Task 7: "As a player I want a main menu UI so I can navigate menus." (N64-35) - Priority 2, Status: Pending.

IN PROGRESS Section:

- Task 8: "As a player, I want to fight interesting enemies." (N64-44) - Priority 2, Status: Pending.
- Task 9: "As a project manager I want to organize the project using JIRA, being familiar with using stories, epics, and sprints." (N64-16) - Priority 2, Status: Pending.
- Task 10: "As a player I want multiple statistics so my gameplay can be effected by weapons and items." (N64-39) - Priority 1, Status: Pending.
- Task 11: "As a player, I want to view information about the game on the website, including levels, monsters, items, etc." (N64-41) - Priority 1, Status: Pending.
- Task 12: "As a player I want to login to the game so only my scores get stored with my name." (N64-59) - Priority 3, Status: Pending.
- Task 13: "As a player I want my username to be stored with my score." (N64-56) - Priority 1, Status: Pending.
- Task 14: "As a player I want the game to send my score to the database when I finish the game." (N64-55) - Priority 3, Status: Pending.

DONE Section:

- Task 15: "Get shaders working in Unity." (N64-46) - Priority 2, Status: Pending.

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 Leonasio:

- 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
- https://github.com/CSCI-3308-CU-Boulder/204-5/tree/master/Code%20Components/kyle'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>