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ICS 168 Sprint Report 1 - Frogger

Current State of Game:

Currently, we have a single player version of the game with the basic mechanics in place. Players can move their frog across the board and win if they reach the end or must restart if they are hit or fall in the water. We have yet to decide how we might change the gameplay of Frogger, or if we plan on making it survival based, pvp, score oriented, or race oriented in game goals. We have started writing our game design document and laid out what our game has so far and other features we want to implement in our game. Soon we will be establishing the architecture and how the clients and server interact, as well as research how we can do this in Unity from scratch, rather than using libraries due to the class constraints.

Plans For Next Sprint:

We'll be starting to create our design document for the game entailing all the details of our game's features, as well as starting to layout the architecture for the game's networking capacities. These will include creating an authoritative server that records the game's state and relays information of the players' frogs back to the clients, and sending the movement of the frogs using user input back to the server. We will first be looking into how to create a login database/credentials for our game to fit into the requirements for the project on Unity.