**CSE 310 – Applied Programming**

**W13-Prove: Create Team Project Report**

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| **Assigned Group Number** | 6 |
| **Unique Team Name** | Trailmix |

1. Provide the link to the public GitHub repository that contains your team project:

<https://github.com/watercable76/Vitrea>

1. Complete the following checklist to make sure you completed all parts of the team project. Mark your response with “Yes” or “No”. If the answer is “No” then additionally describe what was preventing you from completing this step.

|  |  |
| --- | --- |
| **Question** | **Your Team Response** |
| Did you provide a detailed README.md file (at the top level of your code) in your repository? | yes |
| Did you include useful comments in your code? | yes |

1. List all of your project requirements from your Project Plan below (add more rows if needed) and indicate if you have completed them. Mark your response with “Yes” or “No”. If the answer is “No” then additionally describe what was preventing you from completing this requirement.

|  |  |
| --- | --- |
| **Your Project Requirements** | **Your Team Response** |
| Pieces are able to move according to their abilities | **Yes** |
| Pieces are able to capture other pieces | **Yes** |
| Player able to view the attributes of the piece | Only in Dev tools |
| Pieces able to reproduce and pass genes to new piece | **Yes** |
| Genes passed based on gene types and a little randomness | **Yes** |
| Program runs on Unity | **Yes** |
| Pieces have recognizable physical attributes | **Yes** |
| Game is playable | **Yes** |
| Static game information is stored in a database | **Yes** |
| Static game information is retrieved from a database | **Yes** |

1. As a team, summarize your successes and challenges:

We started out using the Unreal Engine, but because it was too difficult to understand, and because two of our team members were already somewhat familiar with the Unity game engine, we ended up switching to that engine. We had a lot of challenges getting code transferred from Unreal to Unity and getting the code to run on Unity, along with understanding how code is run on Unity. We were able to figure these things out.

We had a lot of trouble deciding what would be stored in the database, and because of that we didn’t have the database working as soon as we would have liked, but we did get it working for our needs in the end! There was a lot of functions and things that we wrote for that database that aren’t used to their full potential, but will be as the game is finished.

We had some difficulty figuring out which genes were recessive, and how to get them passed correctly. We also had some difficulty getting the genes to be represented in the game and for the genes to actually affect the abilities of the pieces.

We had difficulty getting the game visuals to work. There were a lot of problems with colors and sprites, that were eventually figured out to some degree, but more work will be done in the future for the piece sprites.

There were a lot of problems, but we were able to overcome them as a team, and were able to get the project working to a degree that we are happy and excited with. We are also excited to continue to work on it, and in the future get everything that we want done.