

ECHOES OF THE FORGOTTEN WORLD - A UNITY GAME

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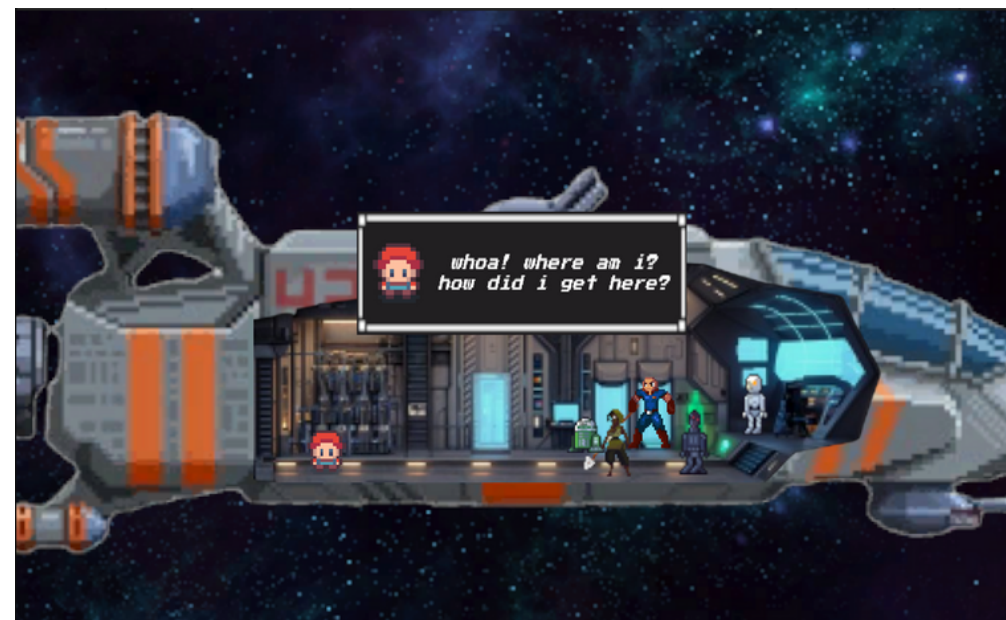


DESCRIPTION

This Unity project is relevant because it demonstrates how creative collaboration improves technical problem solving in software development. Working on creative elements like storytelling and visual aesthetics showed us that discussing creative ideas first creates a more open environment for technical problem solving. This approach broke down barriers that typically prevent developers from sharing unconventional solutions to software design and debugging challenges, ultimately enhancing our C# skills and project workflow understanding.

APPLICATION AREAS:

The primary users are CS students and educators interested in interdisciplinary development approaches. This project serves as a case study demonstrating how creative collaboration enhances technical problem solving, while showcasing our ability to work with new technologies beyond our standard stack. It will be presented in our capstone portfolio as a professional demonstration of innovative teamwork methods and cross disciplinary thinking for potential employers.



ARCHITECTURE

- Sprint Based Development: Three person team using Agile approach with sprint cycles focused on individual game levels
- Collaborative Planning: Each sprint began with storyboarding sessions to plan features, followed by self selected task distribution among equal work portions
- Enhanced Communication Tools: Integrated GitHub Discord automation for real time development notifications, plus weekly meetings and ongoing chat collaboration
- Unity Specific Version Control: Implemented specialized workflows for prefab/scene conflict resolution, mandatory code reviews, and separate branch development to handle Unity's complex file structure
- Cross Platform Quality Assurance: Systematic testing on Mac and Windows systems for each completed level to ensure compatibility across target platforms

REFERENCES:

- Video Tutorials: YouTube and Udemy courses for Unity development and C# programming techniques
- Technical Documentation: Web articles and online resources for game development best practices and troubleshooting
- AI Assisted Development: Claude AI for problem solving consultation