



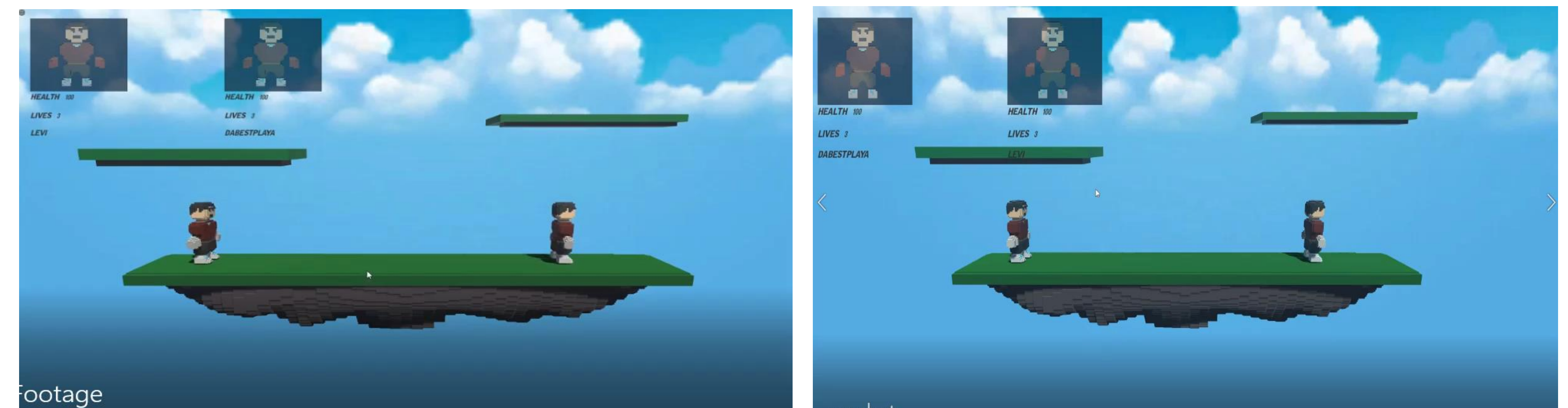
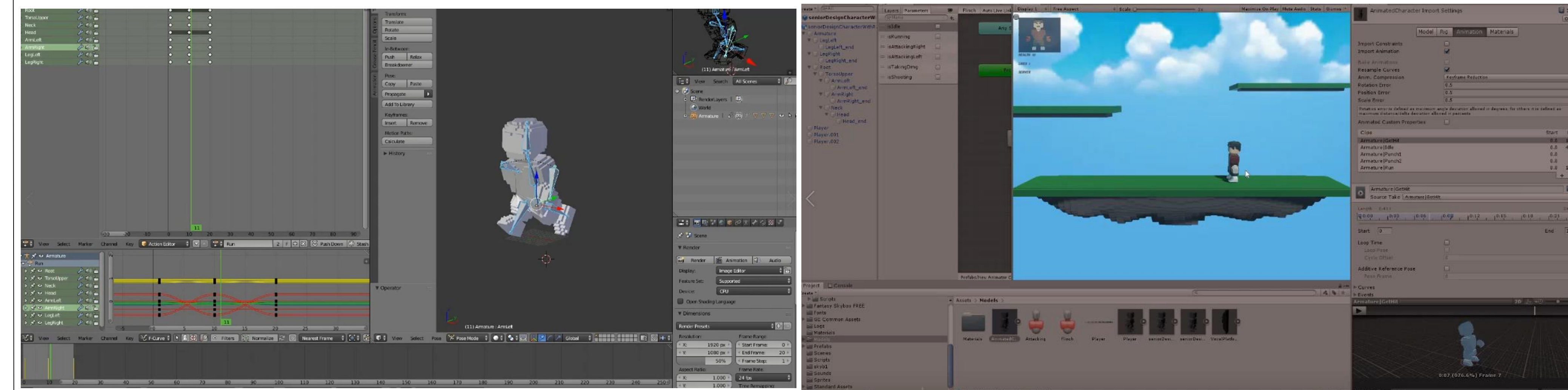
Sit, Slap, Squash (Team No. 8)

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Description & Purpose

A computer game created using Unity. Its primary purpose is entertainment.

The project is being undertaken to develop skills involving game development. This project provides the opportunity to create entertainment for the user while generating revenue through infrequent ads. The end result will be a project published to Steam or Unity's community.



Design

- Client server networking
- Keyboard based on controls.
- Front end and backend: users push punch -> sends to network -> network sends to your competition -> everyone plays the animation
- There will be 3 keys for more commonly used abilities for the character. Some of these may enhance movement, have a cooldown, or even a negative trade-off depending on the ability.
- Player unit frame, a unique one is displayed for each player in the match.

Ethical & Intellectual Property Issues

We didn't publicly publish this project, so it is closed source. We need to request users' personal information such as email addresses and password to identify users, and we will be responsible to keep these information safe. We may use a ranking system in the future, if we do so, we will need to publicly post user names. The game engine is Unity, so we must adhere to all of Unity's Terms of service here: <https://unity3d.com/legal/terms-of-service>. We used GitHub for Version Control.