

HACKATHON COOP - TEAM



Ezra, Nick, Gracie
Brandon, Cooper
Daniela

TEAM



the bros



Brandon Nguyen
Junior Developer



Ezra Cota
Manager



Cooper Olson
Senior Developer



Nick Pucci
Product Owner



Gracie Yankunas
Art Director



Daniela Vela Hernandez
Intern



TOPICS

Idea
Implementation
Results
Lessons Learned



THE IDEA

or lack thereof



Where it began

- How to keep coding skills sharp.
- Fun projects to work on the side.
- Resume builder.
- Learn new skills





IMPLEMENTATION

“good enough” the musical

The project

Video game

- Pros
 - Fun
 - “Easy”
 - A new experience
- Cons
 - Stressful
 - Not “easy”
 - No one knows what they are doing



Concept

Inspiration

- Enter the Gungeon, The Binding of Isaac, and other pixel art style games.
- Arcade games, with high scores.
- Adtran theme.

Goals

- Must be a complete product by the end of the hackathon. No placeholders. No tech demo.
- From scratch. Minimal use of online assets.
- Different play through every time.

Tools

Game

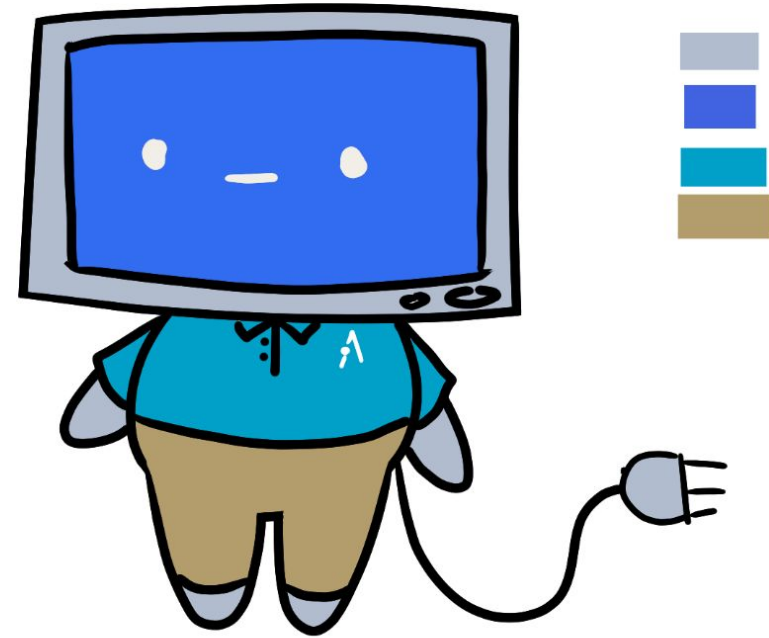
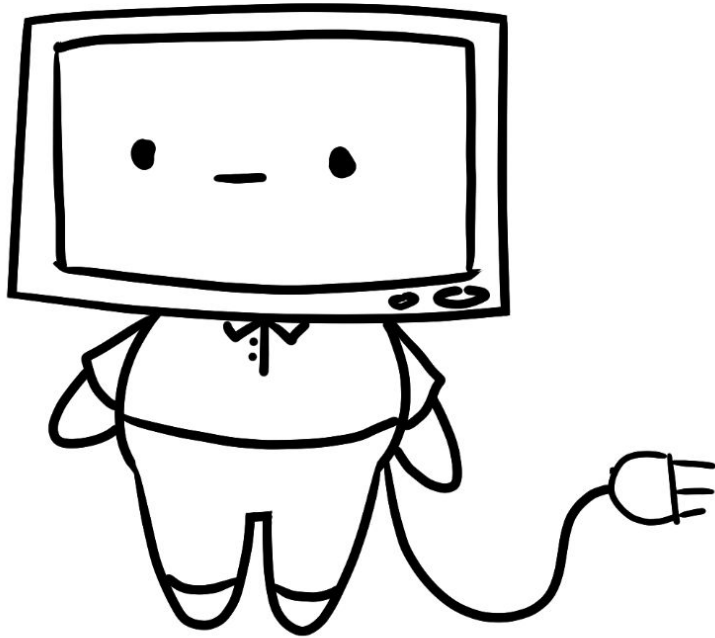
- Engine: Unity
- Language: C#
- Art: Asesprite, Clip Studio, gimp
- Sound: jsfxr

Version Control

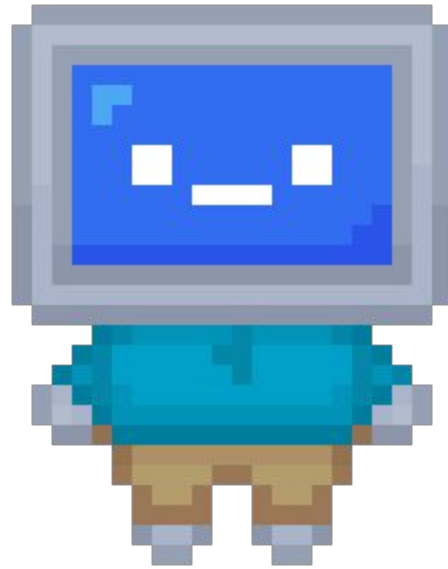
- Git and GitHub.
- Git Bash to work on windows

Artwork (Fred)

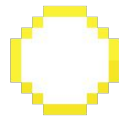
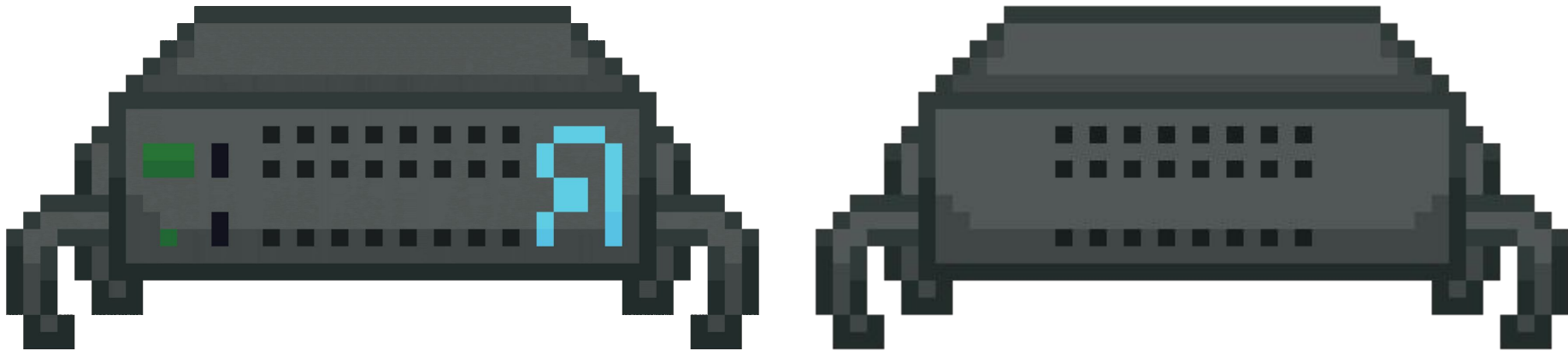
Fred



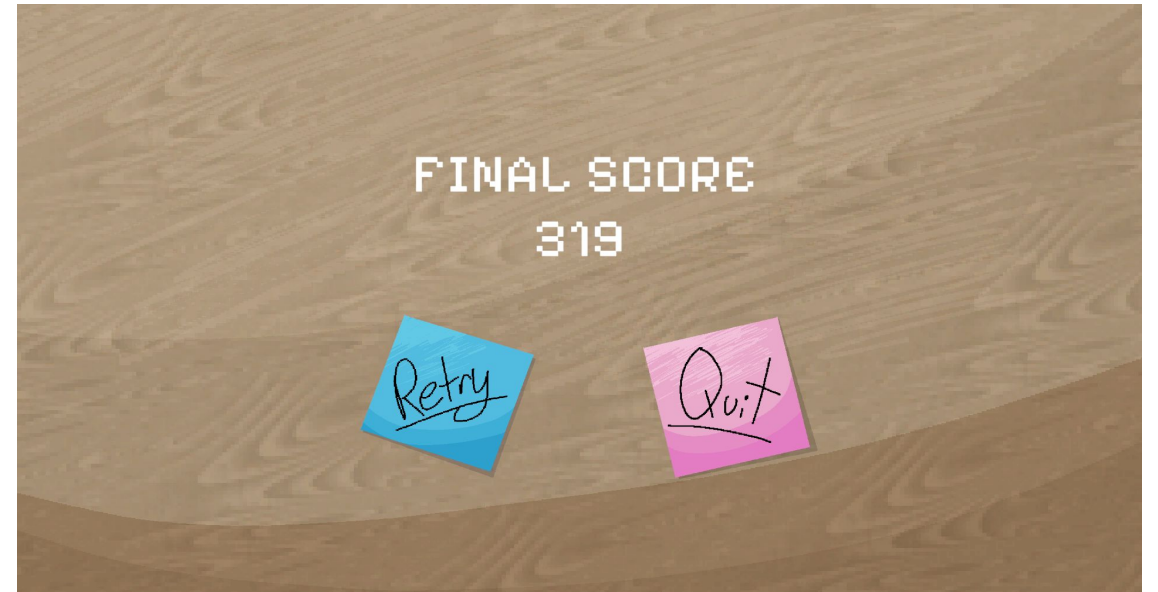
Artwork (Fred)



Artwork (Enemies)



Artwork (In Game)



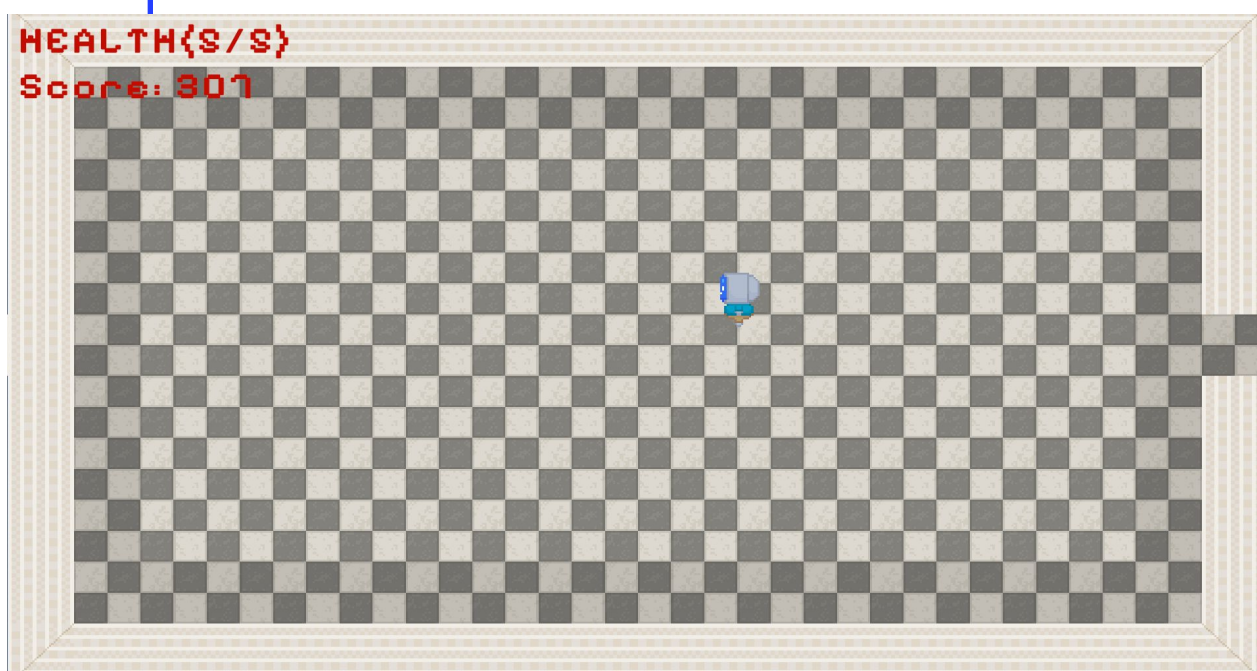
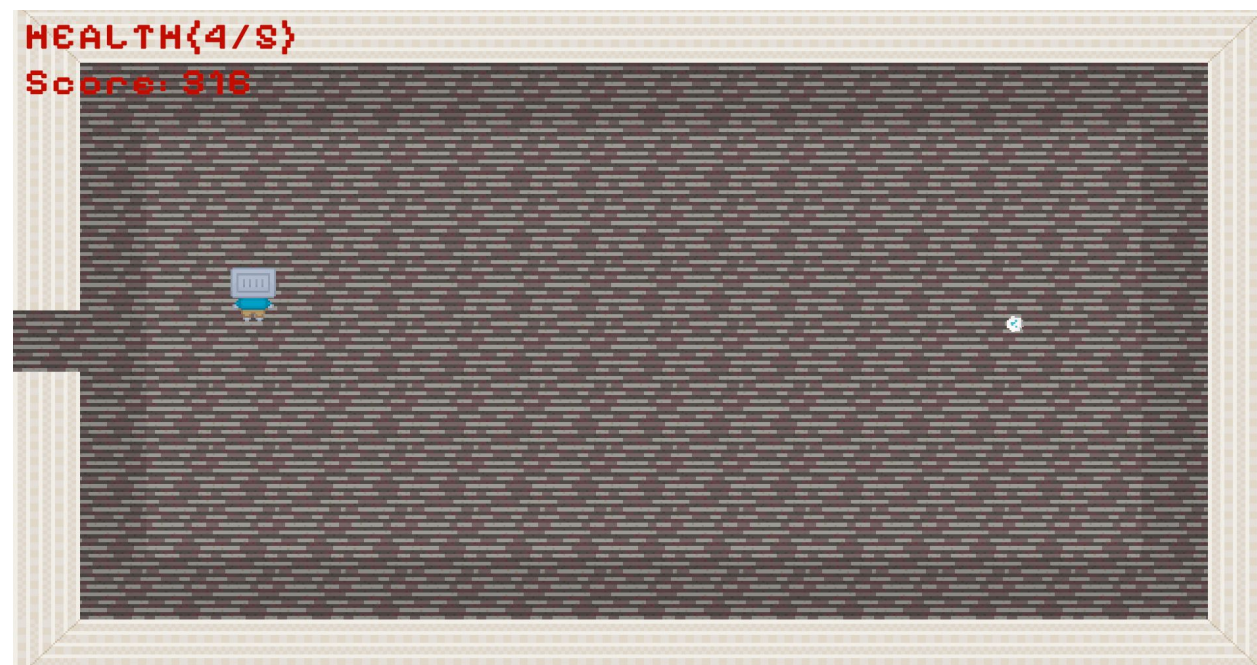
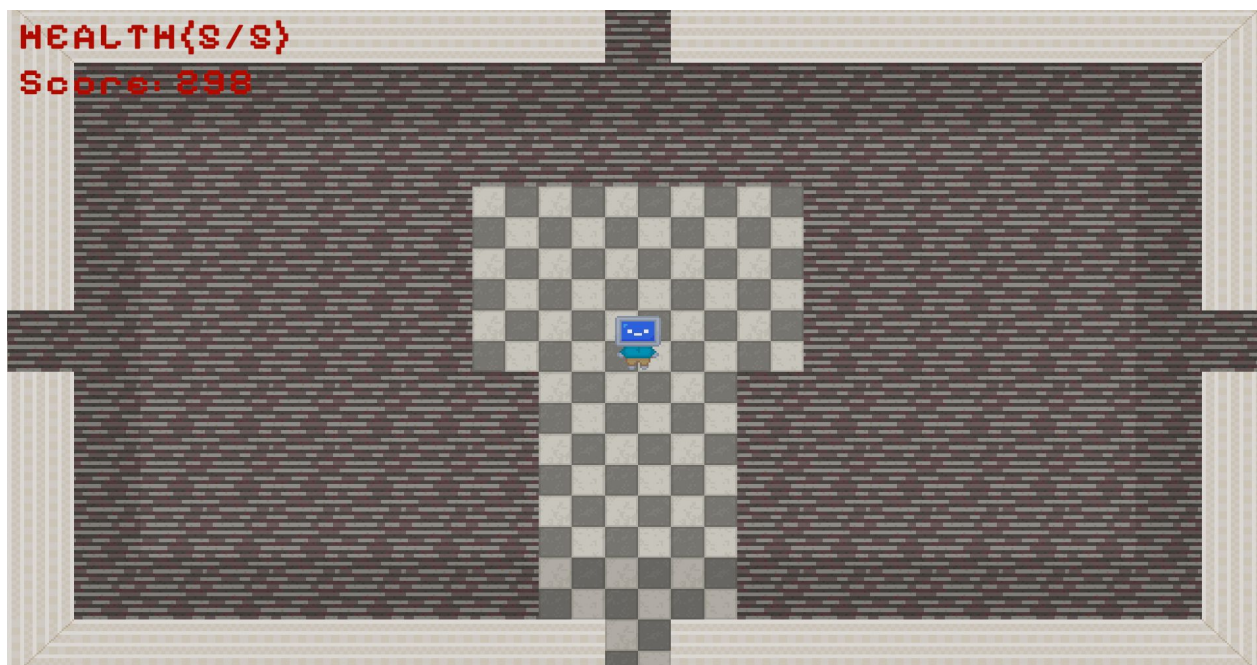
Start & End Screens



RESULTS

the masterpiece

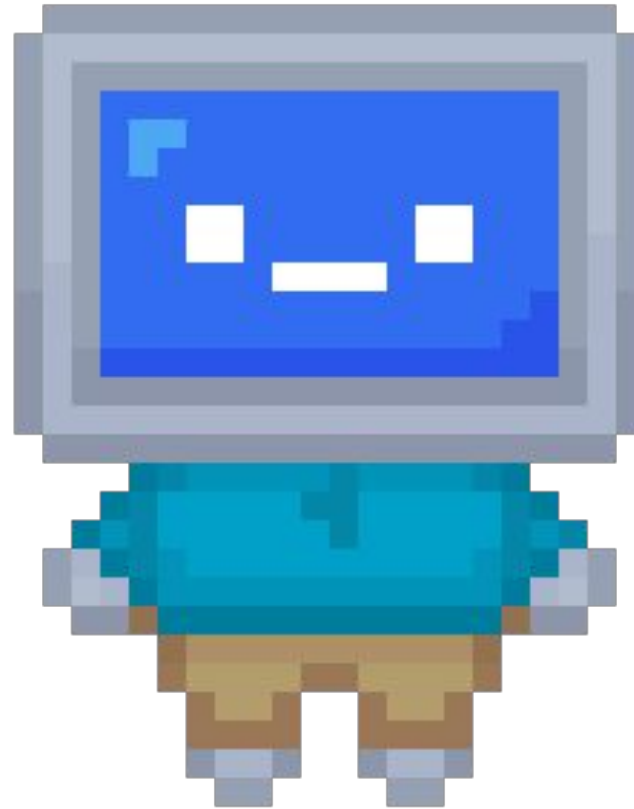




What we accomplished

The good

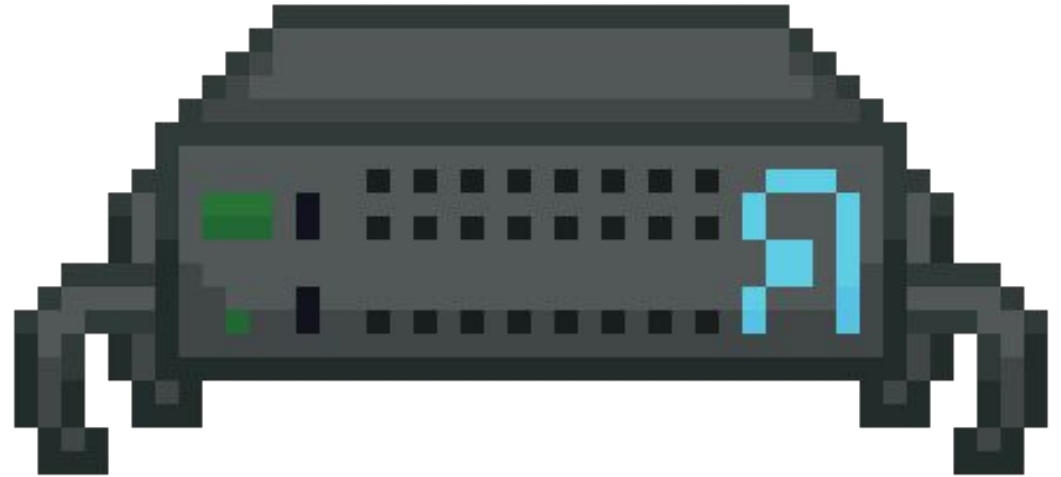
- Random rooms
- Random interiors
- Some cool art
- Animations
- Cool functionality
 - Knockback
 - Dash
 - 3 Powerups
 - “Intelligent” movement
 - Boss phases



What we accomplished

The bad

- Only one level
- Sound design was a last minute thought
- Random generation wasn't very smart



What we accomplished

The ugly

- Lots of janky methods
 - The rooms
- Spaghetti code
- Lack of centralized control
- Classes started to break down



LESSONS LEARNED

for the runback

Lessons Learned

- Unity is very hard for merge conflicts
- Unity makes it easy to add things, but hard to add them well
- More legwork upfront would help
- Collaborating was surprisingly easy
- It was a lot of fun



DEMO

if it works



Demos

<https://youtu.be/i1xfukW3Z3Q>

<https://youtu.be/w6DOAfqP-oQ>

<https://youtu.be/f6JKLV0Xgls>



Summary

- Lot of fun
- Would do it again
- No regrets

Try it out here:

<https://zanenab.itch.io/hackathon-2023>

Password:
hackathon23



QUESTIONS

or not

PRESENTATION TITLE

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THANK YOU