

# HACKATHON COOP - TEAM

+

•

o

Ezra, Nick, Gracie  
Brandon, Cooper  
Daniela

# TEAM



**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



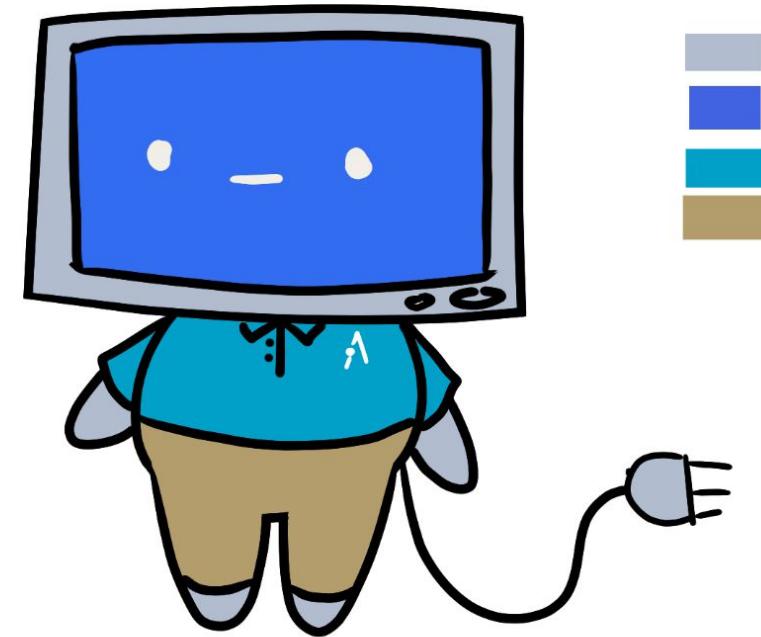
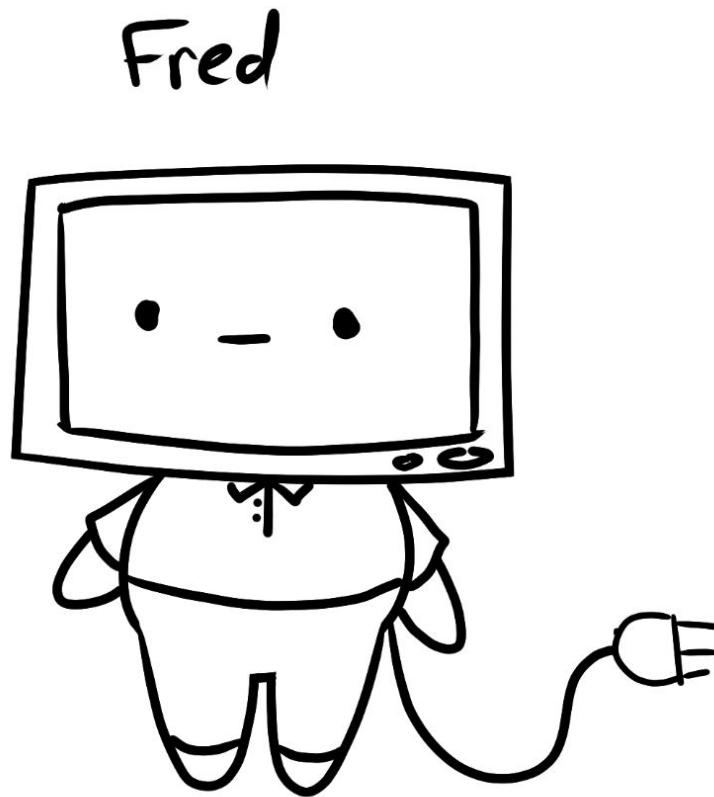
## Game

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

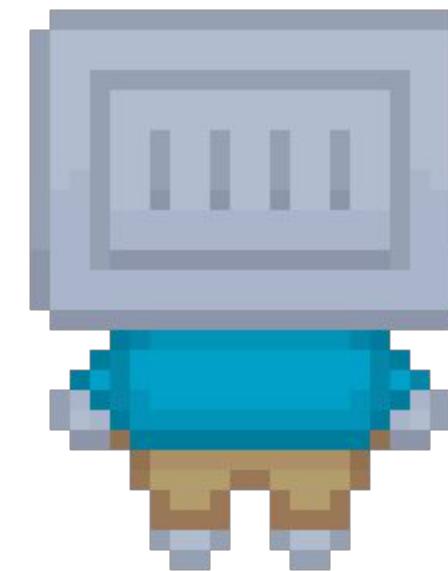
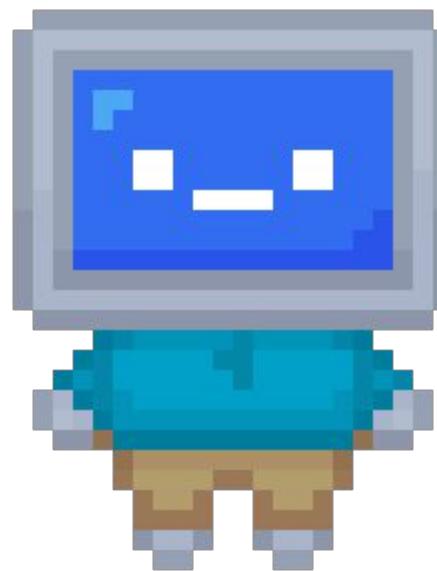
## Version Control

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

# Artwork (Fred)



# Artwork (Fred)

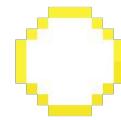
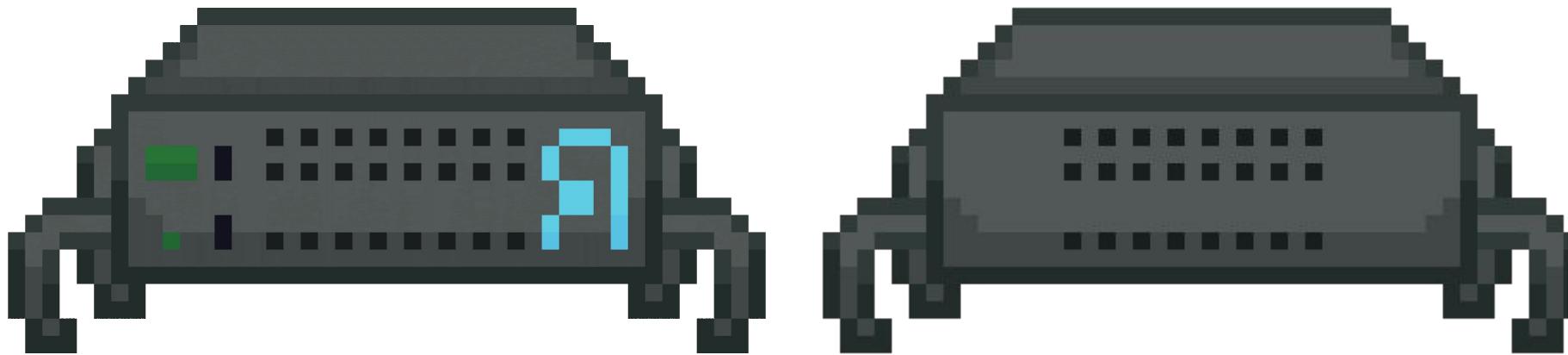


+

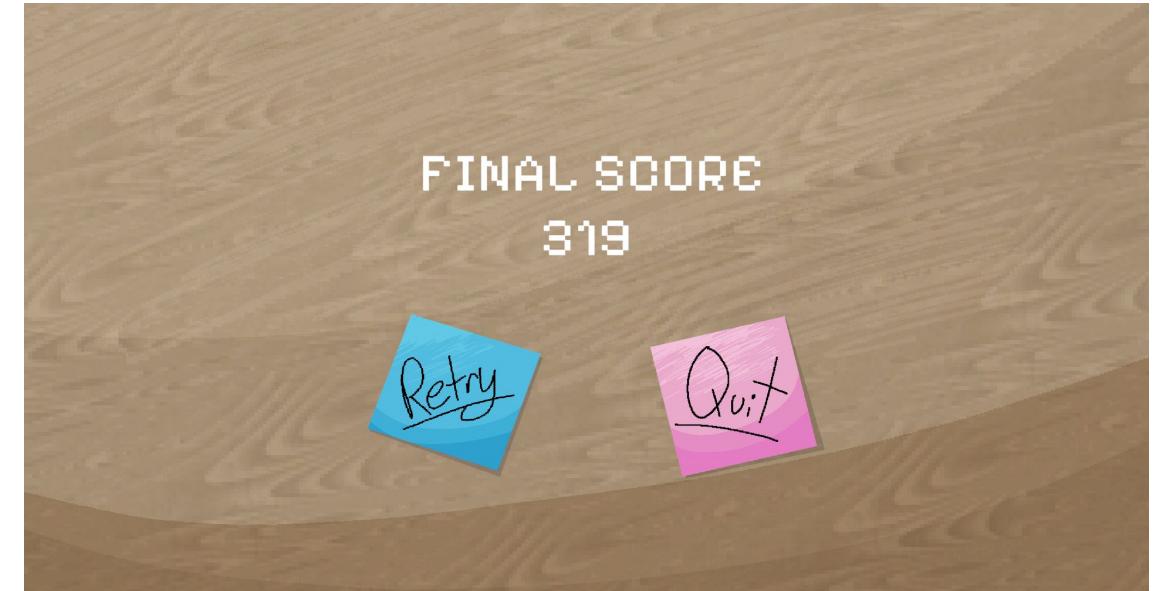
•

○

# Artwork (Enemies)



# Artwork (In Game)



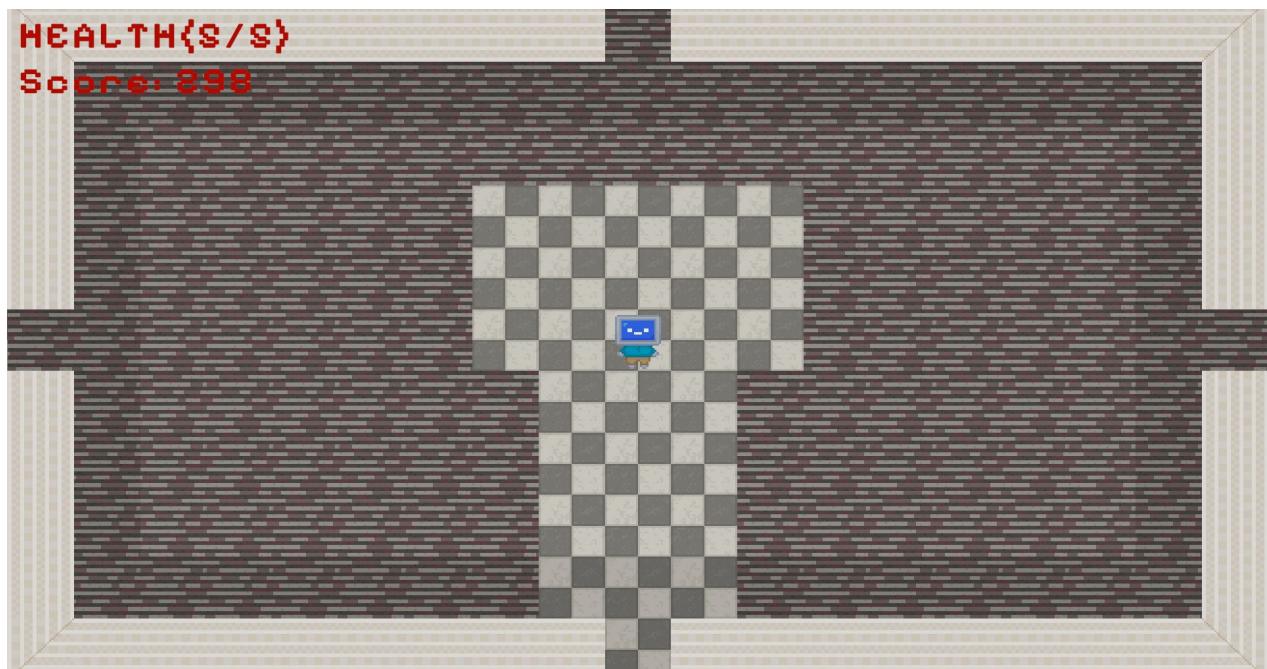
Start & End Screens

# RESULTS

the masterpiece

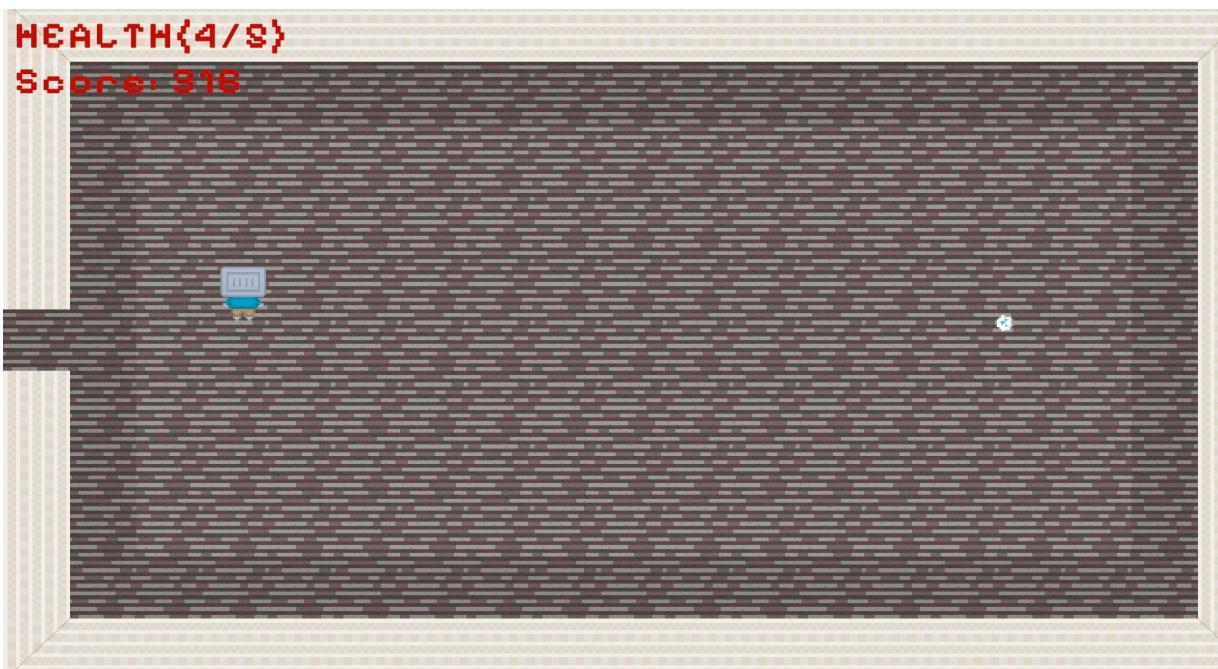
HEALTH(8/8)

Score: 298



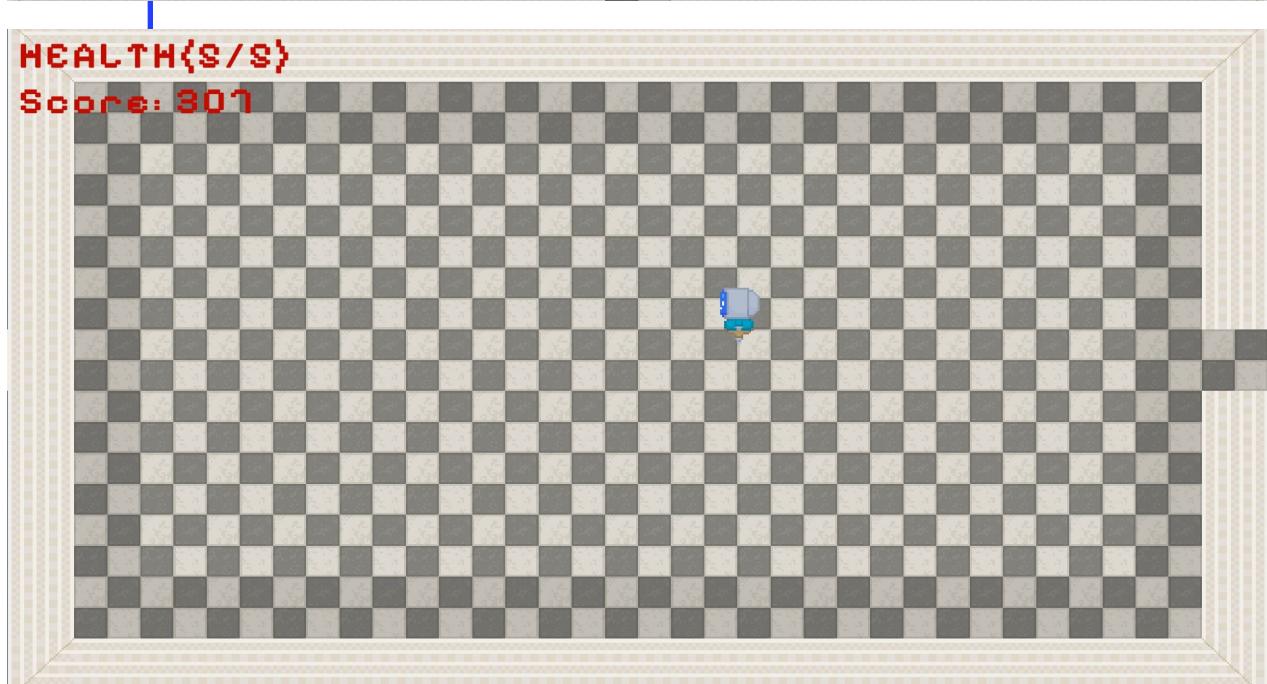
HEALTH(4/8)

Score: 316



HEALTH(8/8)

Score: 301



HEALTH(8/8)

Score: 291



# What we accomplished

## **The good**

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

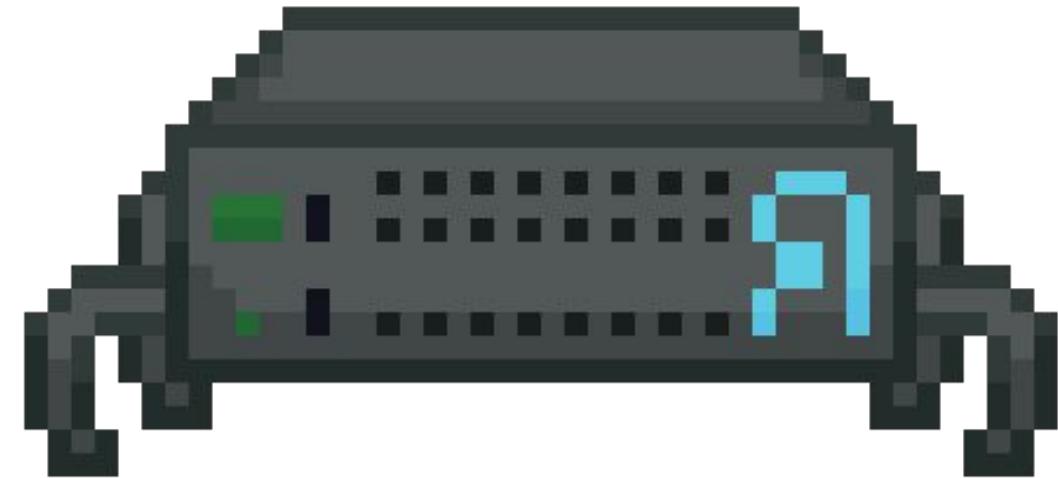


# What we accomplished



## 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

+

•

○

+

•

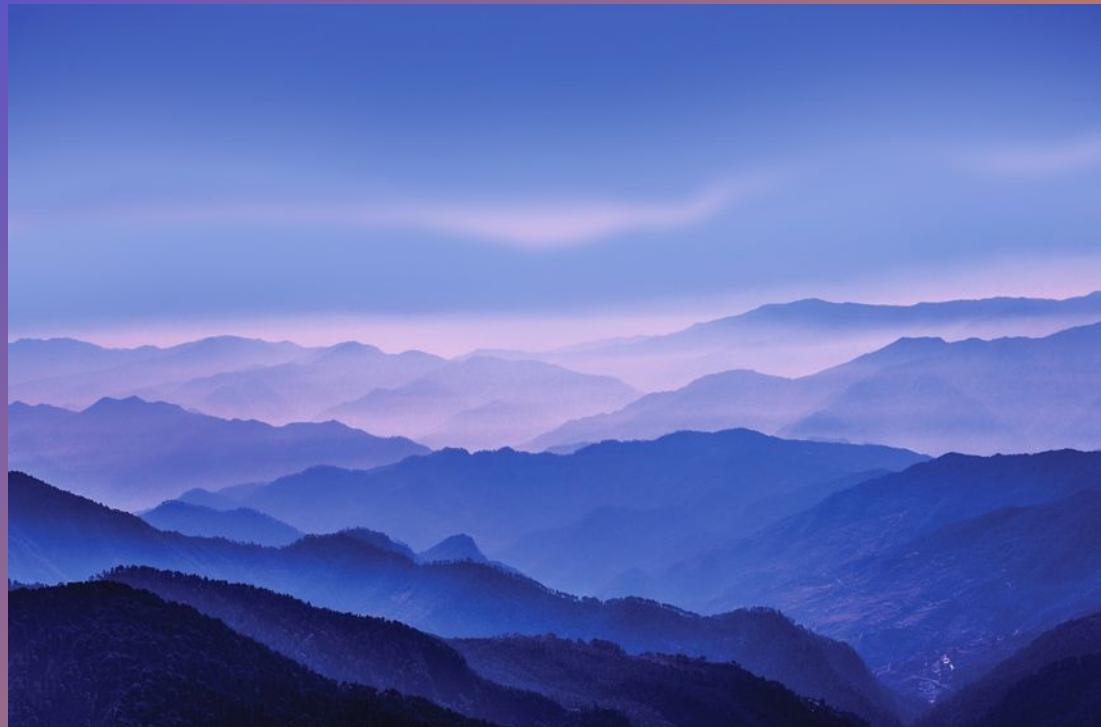
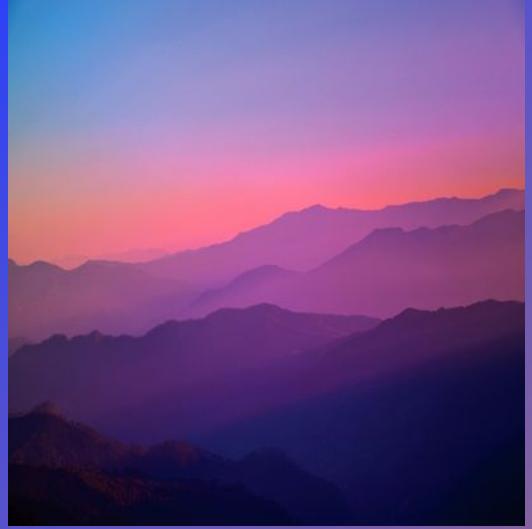
○

# Demos

<https://youtu.be/i1xfukW3Z3Q>

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

<https://youtu.be/f6JKLVOXgls>



# Summary

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

Try it out here:

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

Password:  
hackathon23

# QUESTIONS

or not

+

•

○

+

•

○

+



O



.



# THANK YOU