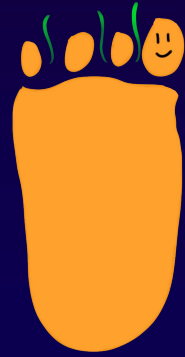





**Stinky Toes™**



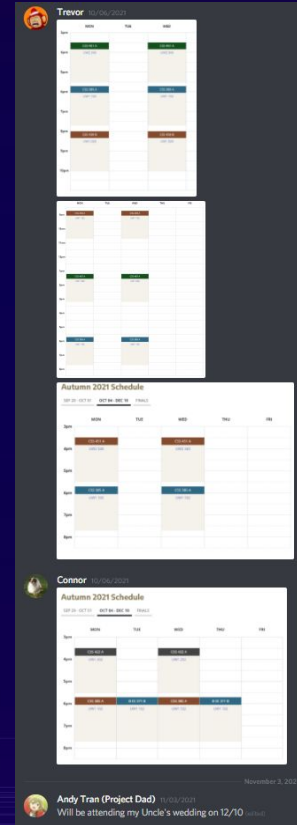
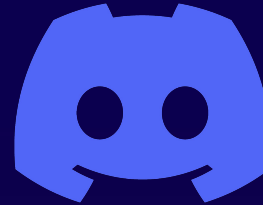
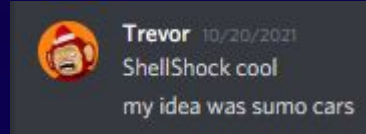
# Sumo Cars! - Retrospective

Trevor Rosenstrom, Andy Tran, Connor  
Leonie, and Patrick Miles



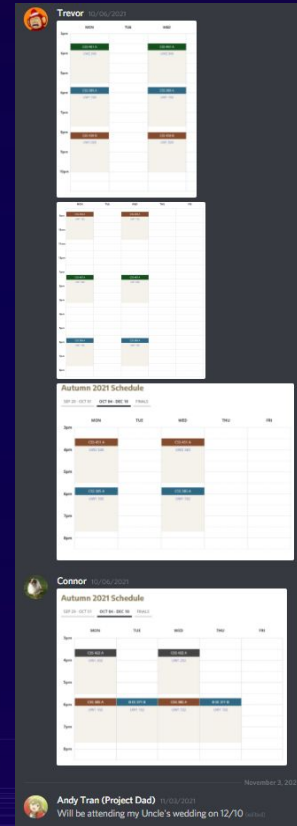
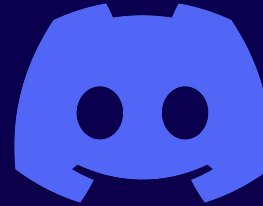
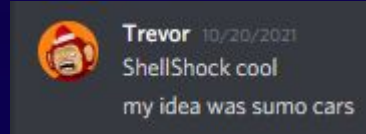
# The Process

- Brainstorming + Planning
  - Game ideas
  - Scheduling
  - Communication Methods
  - Tools and Resources
- Making the Game (per week)
  - Set Goals
  - Assign Tasks and Work
  - Meet and Review
  - More Work
  - Pre-Presentation Meet
  - Finalize and Submit



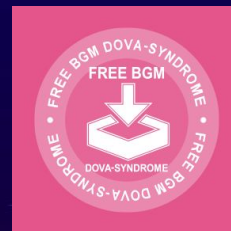
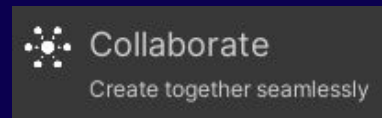
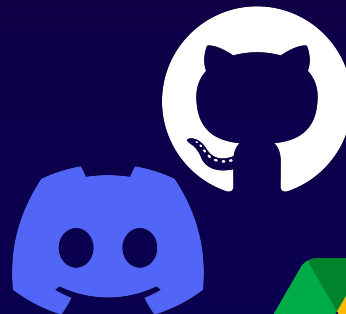
# The Actual Process

- Brainstorming + Planning
  - Game ideas
  - Scheduling
  - Communication Methods
  - Tools and Resources
- Making the Game (varies by week)
  - Set “Goals”
  - Work, Procrastinate, Repeat
  - Meet sometimes
  - More Work
  - Panic and rush
  - Submit and Pray

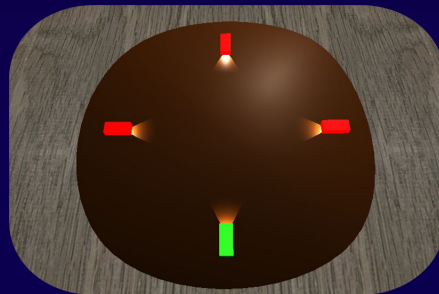
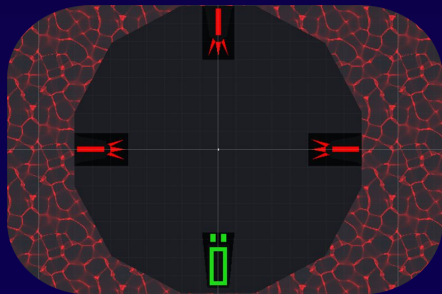
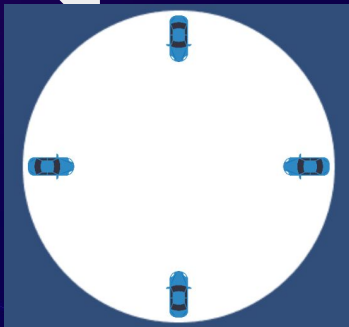


# Tools and Resources

- Communication: Discord
- Documenting: Google Suite (Docs/Slides/Sheets)
- Version Control: Unity Collaborate
- WebGL Hosting: Github Pages
- Assets:
  - Unity Stock Images
  - Blender
  - dova-s.jp
- Research Material:
  - YouTube
  - Unity Docs
  - Unity Forums
  - C# Reference



# The Game



# What we think of our game

## Likes:

- Short Arcade-Style (Fast-paced)
- Car Movement + Collision Physics
- Map Selection / Map Building
- Car Models
- Powerups
- Game Modes (2 Player, “plus” maps)
- Creating the game itself.

## Dislikes:

- Bugs
- Crashes
- Things Breaking

# What we think of our game (cont.)

## Wishlist

- Online Multiplayer
- Stats Tracking (+Leaderboard)
- More vehicle models
- More themes
- More maps!
- Different types of game progression (ex: worldborder)

# Lessons Learned

- Making a game is hard
- This class is hard
- School is hard
- Life is hard
- Everything is hard (except Anime)



# Actual Lessons Learned

- Communication really is key
- Don't wait until the last day to do most of the work
- Test, test, and... test

## Next Time

- Making the Game (per week)
  - Set Goals
  - Assign Tasks and Work
  - Meet and Review
  - More Work
  - Pre-Presentation Meet
  - Finalize and Submit

- Communication really is key
- Don't wait until the last day to do most of the work
- Test, test, and... test