Project description:

A RPG game set in a town of Crystalis. In the game, the player takes the role of a character, Thomas, who is turning 15 years old in three weeks. In Crystalis, all children who become 15 need to have an occupation. For Thomas, his dad wants him to inherit the bakery, however, Thomas has always wanted to become a knight since he was a little child. One day, Thomas heard from the town’s chief, Merlin, that if he can pass three trials and successfully prove himself, he will be granted as the knight of the town. Thomas needs to be strong enough to reach the 10th floor of the cave as the last trial. The player can buy weapons through the store and collect gold in the cave.

Problem Statement:

People love playing video games. It is acknowledged that with more advanced engines coming to the market, video games are now more entertaining. However, many games on the market still have shortcomings. *Stardew Valley*, which is a RPG farming-simulation game, serves a good example. In *Stardew Valley*, the game system offers a bunch of features that can be done in the game such as go fishing, go riding, or even get married. However, this game doesn’t provide a good combat system even though players can fight with monsters. What’s more, the storyboard
of *Stardew Valley* is boring: the player travels among the villages and obtains seeds and resources. Admittedly, *Stardew Valley* is a fantastic game for entertaining, but some fatal flaws have made it not perfect.

**Project outcome:**

Our purpose is to create a game that contains some good features that some other games don’t contain such as interesting storylines and combat system. And the outcome is to have a fun game that requires easy controls but nice stories that can attract and entertain players.

**How the problem is solved today (Similar games on the market):**

There are many companies are still releasing RPG 2D games out of reminiscence, even though the technologies nowadays can easily support AAA game development. In 2018, the game development company Square Enix released *Octopath Travelers*, a turn-based RPG “HD-2D” game. The main goal for it is adventure. It has a stunning turn-based combat system and contains eight storylines in total for eight characters, which in turn makes the game more interesting.

**Features:**

1. Storyboard
2. Map Design (Collisions, Map Layers)
3. Player Movement
4. NPCs / Enemies
5. Store (Buying)
6. Dialogue System
7. Quest System
8. Player Attributes (Attack, Level, Gold)
9. Health / Healing
10. Gathering (Gold, Potions)
11. Combat System (Attack, Hurt, Die)
12. Scoreboard
13. Log in / Sign up

**Milestone definitions:**
Specification:

The game is divided into two scenes: Crystalis and the hollow cave. In the town, the player can buy items, accept quests, and talk to NPCs. As long as they accept a new quest, they will complete it according to the instructions. The main goal of this game is to explore the cave deeper and deeper. Therefore, players have to keep training themselves to be stronger.

Design:

Our game is based on Unity engine, C# and Java. We create objects of cave, NPCs/enemies and weapons, and we link them together.

Prototype:

Create a map and a character for players to move around.
Create a login UI.
Create a store scene with items and attributes.
Create a battle system with skeletons and walls.

Testing:

Using NUnit testing framework to test player movements, player balance when buying items, quest status, player health in battle system and so on.

Challenges:

In the game development process, we face several challenges. The first one was to upload large files to Github, because Github do not support large file uploading even if we use large file upload. To solve this, we used Unity Collab on which we could publish our own contribution and updated to the latest version. The second challenge is that we need to get used to Unity workflow. Since all of us have never used Unity before, at the beginning, it was kind of hard for us to get familiar with Unity development process. Therefore, we watched a lot of tutorial videos to quickly learn how to work on Unity. The third challenge we face was to deploy server. Since we planned to implement a user system, a server was necessary to store users’ information. However, our server did not work after our first trial. To debug the code, we contacted with Heroku’s staff through email. Thanks to their help, we finally fixed the bugs and made the server work. The last challenge was that we have to store data between different scenes. In Unity, every time we switched scenes, the data on the previous were deleted. Thus we had to
make use of singleton design pattern, which means that we used a single gameobject to store data in all scenes.

**Remaining Features:**

We will add multiplayer game module in the future so that different people can play on the same game server. Our story line is not fully developed. To make our game more interesting and enjoyable, we will add more NPC, which you can have a conversation with, and more side quests for players to complete. In the battle system, we plan to add one boss on the tenth floor so that it is not easy to complete the final trial. Adding audio to our game will make the game has more feedback to players. We will use more securer server in the future. Therefore, we can back up players’ data on another server and make the server not easy to be broken up.

**Working Schedule:**

Week 1-2: decide the goal of the project, make a plan and divide into two groups, one is learning tech and another is build the basic model (share the difficulties and progress and teach others every two days for 15 mins)  
Week 3-5: finish the prototype of the main interface and the maps of the forest (Have a standup meeting daily to share the progress and motivate group members to stay on track)  
Week 6-7: done with another feature - the battle system and the characters (NPCs, enemies)  
Week 7-8: test the basic and edge cases (Write some possible test cases and give some potential users to experiment)  
Week 9-10: finish the development and prepare for the presentation

**Retrospective Information:**

**Sprint 1:**  
What we did:  
1. Learn Unity workflow  
2. Created a map  
3. Create a character, allowing the player to move around  
4. Create a prototype of the battle system  

What we chose to fix in next sprint:  
1. Improve Battle system
2. Add more NPCs
3. Create a huge map

What we were not able to fixed from last sprint:
1. None (Because there is no previous sprint)

Sprint 2:
What we did:
1. Add more NPCs (fixed from last sprint)
2. Create a huge map (fixed from last sprint)
3. Create a store scene
4. Create a pause menu
5. Scene Transition
6. Create conversation trigger system

What we were not able to fixed from last sprint:
1. Improve battle system

What we chose to fix in next sprint:
1. Improve battle system
2. Improve conversation trigger system
3. Player movement animation at the cave
4. Sound effect

Sprint 3:
What we did:
1. Improve battle system (fixed from last sprint)
2. Improve conversation trigger system (fixed from last sprint)
3. Create a quest system
4. Create a login and sign up UI
5. Create health bar animation
6. Adding more player attributes
7. Deploy server on heroku

What we were not able to fixed from last sprint:
1. Sound effect
2. Player movement animation at the cave

What we chose to fix in next sprint:
1. None (Because there is no next sprint)
Architecture:

- Start
- Home
- Battle
- Forest

Instructions: The character must defeat a giant in the forest.

In forest
UML diagrams of 4+ primary data structures:

- Class: Scene
  - main camera
  - event system
  - canvas
  - map
  - character
  + LoadScene()
  + CameraMove()
  + Update()

- Class: Map
  - Trees
  - Houses
  - Colliders
  - NPCs
  + on Collide()
  + Trigger Quest()

- Class: Monster
  - Speed
  - Animation
  - health
  - attack
  - level
  + move
  + fight
  + damage
  + death

There are only four data structures in our Unity game.
Sequence diagrams:

1 Synchronous for key interactions between classes:
(There is no asynchronous for key interaction between classes in our RPG game project.)
1 User interactions with the system:

Testing:

Each endpoint CreateInfo.java, getInfo.java, UpdateInfo.java of the server has been tested using junit testing framework. The test files can be found in https://github.com/QinghangHong1/server-test and the source files that were tested can be found in https://github.com/QinghangHong1/crystalis

For the game, we use Unity test runner and nunit testing framework to test some of the functions.

Some of the functions in battle system has been tested and the test files can be found in https://github.com/QinghangHong1/cs48-game/tree/master/Scripts/Battle%20Tests. Those functions can be relatively easy to test because they do not depend on other game objects, user interactions and some other running environment in Unity. The functions we test are the following: DamageEnemy in Enemy.cs, HideLevelImage in GameManager.cs, AttemptMove in
Enemy.cs, Resume in PauseMenu.cs, ExitGame in MainMenu.cs, ButtonUse in ChangeUseButton.cs, GoToTheGame in connet.cs, and we test some variables in GameControl.cs.

Functions in other scenes have not been tested. It is very difficult to test those functions because they depend on lots of game objects and user interactions. If we want to test those functions, we have to refactor all of our code, such as extracting interfaces from current functions, combining and splitting files and functions, use a different design pattern and so on. And it is also very difficult to use travis-ci to automatically test our code because the files in the GitHub repo are assets for the Unity project instead of a complete project. (Assets can be imported to an empty Unity project to build a complete game). Because of github large file restriction, we have a hard time to upload all files for the project. Therefore, lacking other related files, such as Unity Library, project settings files, etc, it is hard to perform travis-ci.

Files responsible:

Qinghang Hong:
Server:
   All files in Server
Server tests:
   All files in Server tests
Website:
   index.html
Store:
   DisplayPlayerAttributes.cs, BuyController.cs, ShowHidePanel.cs, GameControl.cs, StoreSwitch.cs, Price.cs
ScoreBoard:
   ScoreBoard.cs
Login Interface:
   Login.cs, Register.cs, Web.cs

Jerry Liu:
Dialogue system:
NPCs:
   DoctorDialogueHolder.cs, NPC_Enemy_Treant.cs, SmithTrigger.cs, StoreDialogueHolder.cs
PlayerControl:
   Player_Movement.cs
Quest:
QuestHolder.cs, QuestManager.cs, QuestTrigger.cs

Storyboard:
IntroductionManager.cs, IntroductionTrigger.cs

Alain Liu:
Battle:
BoardManager.cs, Enemy.cs, MovingObject.cs, Player.cs,
Battle Manager, Wall.cs, Loader.cs
Battle test files:
All files in Battle test

Haochen Yang:
Camera:
CameraFollow.cs, ScreenFader.cs, Wrap.cs
Character Health:
HealthStat.cs, HurtPlayer.cs, PlayerHealthManager.cs, Player_Movement.cs
Login Interface:
Login.cs, Main.cs, Register.cs, Web.cs, connet.cs
Website:
index.html

Shan Qing:
Menus:
MainMenu.cs, PauseMenu.cs
Move to previous position:
Move.cs, StoreSwitch.cs, Player_Movement.cs, MoveCave.cs,
GameManager.cs, GameControl.cs
Battle Animation & Battle map setup:
Enemy.cs, Player.cs, BoardManager.cs, GameManager.cs
Battle test files:
All files in Battle test

Appendix (Technology used):
Unity Game Engine, C# - create the front-end of the game.
Java jetty, MySQL - build our server and store the user data.
HTML, Javascript, css - build the website.

Burndown chart
Commit history:

Clarification of some IDs:
Some of us commit under the same id because unity collab only allows 3 members. In some of
commits, the commit message include the name of the member who did the commit if the person
is not the owner of the ID. If no comments are provided or no name is in the comments, the
default contributor is the owner of the ID.

---

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Jerry Liu
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author:
  name: Shan Qing
  email: s_qing@ucsb.edu
  last_connected: 2019-05-24 05:30:10.000000000 Z
  committed_date: 2019-05-24 05:30:10.000000000 Z
  comment: No Comments
archived: false
obtained:
build_state:
  id: 4c441729c108eba74af5b37ed8546e7dd22c6be9
author:
author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-24 03:42:57.000000000 Z
    committed_date: 2019-05-24 03:42:57.000000000 Z
    comment: |
      Qinghang Hong
      Modify scoreboard
    archived: false
    obtained:
    build_state:
- id: 346aa6cc131c3add1a1bdb7be59ee57d7fce89c4
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-24 03:15:51.000000000 Z
    committed_date: 2019-05-24 03:15:51.000000000 Z
    comment: No Comments
    archived: false
    obtained:
    build_state:
- id: f9d81329af0a77a8ace89cd9608430bf60ff19f
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-24 02:36:56.000000000 Z
    committed_date: 2019-05-24 02:36:56.000000000 Z
    comment: No Comments
    archived: false
    obtained:
    build_state:
- id: 3054801b4c62094219e0456febec70590930a4fc
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-23 18:07:43.000000000 Z
    committed_date: 2019-05-23 18:07:43.000000000 Z
    comment: No Comments
    archived: false
obtained:
build_state:
- id: 62ee8446e5523b9271d356dd8441cdf59e05a6f2
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-23 06:41:42.000000000 Z
  committed_date: 2019-05-23 06:41:42.000000000 Z
  comment: Alain Liu
  archived: false
obtained:
build_state:
- id: 6ef395caab157c8c5176ddff8794ca6be12853bd
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-23 05:28:23.000000000 Z
  committed_date: 2019-05-23 05:28:23.000000000 Z
  comment: No Comments
  archived: false
obtained:
build_state:
- id: 0dd83413a24ca2ff182da29fe8de0b74ed6b340
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
  comment: Alain move
  archived: false
obtained:
build_state:
- id: a739830324494035284fb7547582516d613c78b7
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-23 04:41:18.000000000 Z
  committed_date: 2019-05-23 04:41:18.000000000 Z
  comment: No Comments
archived: false
obtained:
build_state:
- id: bbe9836b1b1bc79a5edde451dc7bc57a63a589a7
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-23 00:04:58.000000000 Z
    committed_date: 2019-05-23 00:04:58.000000000 Z
    comment: No Comments
archived: false
obtained:
build_state:
- id: 5ad6877572fce1ef609e9653e01fb3177d5d847e
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    comment: Quest Updated!

  Jerry Liu
archived: false
obtained:
build_state:
- id: 5361ded08cd3ac100cb7cc29dfc39fad056b0de9
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    committed_date: 2019-05-22 23:12:07.000000000 Z
    comment: Haochen Yang login web connect
archived: false
obtained:
build_state:
- id: 66df8fd6cae6f00207e9c2b0f5ebe1a3529cadab
  author:
    name: Qinghang Hong
name: Jerry Liu
email: jiaruirz@gmail.com
last_connected: 2019-05-22 18:19:37.000000000 Z
committed_date: 2019-05-22 18:19:37.000000000 Z
comment: No Comments
archived: false
obtained:
build_state:

- id: 0062c8439de83d4793fa6a80707c961638494368
  author:
    name: Shan Qing
    email: s_qing@ucsb.edu
    comment: No Comments
    archived: false
    obtained:
    build_state:

- id: 27e76e60152c752a31879437aad8bf4d07c623d
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-22 07:46:34.000000000 Z
    committed_date: 2019-05-22 07:46:34.000000000 Z
    comment: alain wall
    archived: false
    obtained:
    build_state:

- id: e9b055b7430a047ea745b980f4e26a93f651a757
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-22 07:29:30.000000000 Z
    committed_date: 2019-05-22 07:29:30.000000000 Z
    comment: Qinghang fix bugs in scoreboard
    archived: false
    obtained:
    build_state:

- id: 72b9204a1b858382066bc357fa7d2bace4c25ce3
- id: a63ccfb818714e389da07598ac442dc3842104af
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
  committed_date: 2019-05-22 04:12:48.000000000 Z
  comment: More NPC Added
  archived: false
  obtained:
  build_state:

- id: 7df7ef812e0300e8932ea5c64e7eadc22558dbab
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-22 03:45:26.000000000 Z
  committed_date: 2019-05-22 03:45:26.000000000 Z
  comment: Alain Liu
  archived: false
  obtained:
  build_state:

- id: 156108224c2b6797a35f37897492d404ee1f32ad
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-21 23:50:57.000000000 Z
  committed_date: 2019-05-21 23:50:57.000000000 Z
  comment: Haochen Yang HP bar bug fix
  archived: false
  obtained:
  build_state:

- id: 80ade6899a98d64c5b76f657f6db5fbb229921e21
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
  comment: Haochen Yang health bar bugs fix
  archived: false
  obtained:
build_state:
- id: 8d14a83ec30f3f7260fb19fa1618231fcc6e000b
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-21 21:48:44.000000000 Z
    committed_date: 2019-05-21 21:48:44.000000000 Z
    comment: |-
      Collision bug fixed
      - Jerry Liu
  archived: false
  obtained:

build_state:
- id: b3b60d7e808e78f93c3b22bacfdfe504453e048b
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-21 07:33:37.000000000 Z
    committed_date: 2019-05-21 07:33:37.000000000 Z
    comment: haochen yang health bar
  archived: false
  obtained:

build_state:
- id: 26cb66a5e551b2cbdd9311426c727a177d395002
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-21 07:15:59.000000000 Z
    committed_date: 2019-05-21 07:15:59.000000000 Z
    comment: No Comments
  archived: false
  obtained:

build_state:
- id: 4251305f222283a1917827551dde60da5ad517e6
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-21 06:02:25.000000000 Z
    committed_date: 2019-05-21 06:02:25.000000000 Z
Dialogue box bug fixed
- Jerry Liu

No Comments
- Haochen Yang

haochen animation assets
- Qinghang Hong
email: qhong@ucsb.edu
last_connected: 2019-05-19 08:37:54.000000000 Z
committed_date: 2019-05-19 08:37:54.000000000 Z
comment: |-  
   Qinghang Hong  
   Change panel text in store
archived: false
obtained:
build_state:
- id: e75d7e5407983ac581572dc03d535e2762aa9df0
  author:
   name: Jerry Liu
   email: jiaruirz@gmail.com
   committed_date: 2019-05-19 07:58:24.000000000 Z
   comment: |  
      With dialogue system update
   -Jerry Liu
archived: false
obtained:
build_state:
- id: 228bb7d3532fb5ee531ab0aa14b810643b23ecde
  author:
   name: Qinghang Hong
   email: qhong@ucsb.edu
   last_connected: 2019-05-19 06:48:43.000000000 Z
   committed_date: 2019-05-19 06:48:43.000000000 Z
   comment: |-  
      Qinghang Hong  
      Add background for store
archived: false
obtained:
build_state:
- id: 3b8899acff308f577b1f4812213f3c7a8f9f8aa1
  author:
   name: Qinghang Hong
   email: qhong@ucsb.edu
   last_connected: 2019-05-19 06:10:33.000000000 Z
Qinghang Hong

Add panels for store

archived: false

obtained:

build_state:

- id: 159caf6ba303fa19864f0c1c39124032f22b87e3
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
  committed_date: 2019-05-19 03:38:55.000000000 Z

comment: |-
  NPC Dialogue
  -Jerry Liu
  archived: false
  obtained:
  build_state:

- id: 75ac4caf10e2374b73a436b460a6ccee5eb9958f
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
  committed_date: 2019-05-19 02:17:48.000000000 Z

comment: haochen Yang Login Registration interface
  archived: false
  obtained:
  build_state:

- id: 0b8a8cca2c4ef618d2f2b541688cb9e4d3a53ed8
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu

comment: No Comments
  archived: false
  obtained:
  build_state:
- id: ba25fee3626f88e061e5f86933dada66b8d1dcbe
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-19 01:21:05.000000000 Z
  committed_date: 2019-05-19 01:21:05.000000000 Z
  comment: No Comments
  archived: false
  obtained:
  build_state:

- id: 478517ff7ff362633c97ef86f5b2a6fd27488141c
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-19 01:05:39.000000000 Z
  committed_date: 2019-05-19 01:05:39.000000000 Z
  comment: |
    - fix diagonal movement too fast
      -Jerry
  archived: false
  obtained:
  build_state:

- id: fa16c279a9a4f815f0c5170226d661ff40eb8515
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-19 00:50:09.000000000 Z
  committed_date: 2019-05-19 00:50:09.000000000 Z
  comment: "Dialogue System 
    \n    -Jerry"
  archived: false
  obtained:
  build_state:

- id: c387ab0ca2da0ea7633a8dee416e5dc96638fb6e
  author:
    name: Shan Qing
    email: s_qing@ucsb.edu
    last_connected: 2019-05-19 00:20:31.000000000 Z
  committed_date: 2019-05-19 00:20:31.000000000 Z
  comment: No Comments
archived: false
obtained:
build_state:
- id: 139686bc0b6c143e1ef973aea3a8699c352213b1
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-19 00:18:01.000000000 Z
  committed_date: 2019-05-19 00:18:01.000000000 Z
  comment: alain
archived: false
obtained:
build_state:
- id: d02ce5358581a159f1f4b0768fe39d96783dfe23
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
    last_connected: 2019-05-19 00:17:17.000000000 Z
  committed_date: 2019-05-19 00:17:17.000000000 Z
  comment: alain
archived: false
obtained:
build_state:
- id: 889c017a46ced02eeba723280a16b1b67433d00bb
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
  comment: No Comments
archived: false
obtained:
build_state:
- id: a7d5cc53b0f303d8cb86489a90d07e8f82450100
  author:
    name: Qinghang Hong
    email: qhong@ucsb.edu
  committed_date: 2019-05-18 22:30:36.000000000 Z
comment: |- 
   Qinghang Hong 
   Change the store scene 
archived: false 
obtained: 
build_state: 
- id: d5f2094007b5e8b83b19fe890f74e842ffe1638e 
  author: 
   name: Qinghang Hong 
   email: qhong@ucsb.edu 
  comment: YHC 
archived: false 
obtained: 
build_state: 
- id: 64e3e63ad87fe410a8277189bc2cbb5a1cec3062 
  author: 
   name: Jerry Liu 
   email: jiaruirz@gmail.com 
  committed_date: 2019-05-18 20:14:10.000000000 Z 
  comment: with much more assets of characters
   
   Jerry Liu 
archived: false 
obtained: 
build_state: 
- id: f0e0d62301ccf33ed44860aadf752a342f2499d1 
  author: 
   name: Qinghang Hong 
   email: qhong@ucsb.edu 
   last_connected: 2019-05-18 19:41:50.000000000 Z 
  committed_date: 2019-05-18 19:41:50.000000000 Z 
  comment: 'Haochen Yang login interface'

archived: false
obtained:
build_state:
  - id: 10ef448b527e1cbfa62e5776247871adddd5ad0b
    author:
      name: Jerry Liu
      email: jiaruirz@gmail.com
      last_connected: 2019-05-17 23:32:53.000000000 Z
    committed_date: 2019-05-17 23:32:53.000000000 Z
    comment: |
      Add pet
      - Jerry Liu
    archived: false
obtained:
build_state:
  - id: a313cf84c4d53f734725e88906847d1bc7eefd4
    author:
      name: Jerry Liu
      email: jiaruirz@gmail.com
    comment: No Comments
    archived: false
obtained:
build_state:
  - id: 4af24a2e7b369efdf85ae9ec58a434a7aeeca710
    author:
      name: Shan Qing
      email: s_qing@ucsb.edu
      last_connected: 2019-05-17 06:29:56.000000000 Z
    committed_date: 2019-05-17 06:29:56.000000000 Z
    comment: No Comments
    archived: false
obtained:
build_state:
  - id: 80333a7592eaebf7a3dad3b74e6a4b2a1acaf8d0
    author:
      name: Qinghang Hong
      email: qhong@ucsb.edu
      last_connected: 2019-05-17 06:14:45.000000000 Z
committed_date: 2019-05-17 06:14:45.000000000 Z
comment: No Comments
archived: false
obtained:
build_state:
  - id: 4e3fe14d56c916ce806718f2d40b425bfb201eda
author:
  name: Qinghang Hong
  email: qhong@ucsb.edu
  last_connected: 2019-05-17 06:14:33.000000000 Z
committed_date: 2019-05-17 06:14:33.000000000 Z
comment: No Comments
archived: false
obtained:
build_state:
  - id: e627378e592c2b33cc6190829bfe623f2b7d8692
author:
  name: Qinghang Hong
  email: qhong@ucsb.edu
  last_connected: 2019-05-17 02:28:52.000000000 Z
committed_date: 2019-05-17 02:28:52.000000000 Z
comment: Haochen Yang
archived: false
obtained:
build_state:
  - id: 0d85c819bfebae5460711d32dacc1ed1848c930b
author:
  name: Qinghang Hong
  email: qhong@ucsb.edu
comment: No Comments
archived: false
obtained:
build_state:
  - id: 927d7985b52457fdf3ab481857f91b005e9f6832
author:
  name: Shan Qing
  email: s_qing@ucsb.edu
build_state:
- id: 6248b0d9e221566b73960fdea4ec3ec21ee4a972
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-13 21:59:02.000000000 Z
  committed_date: 2019-05-13 21:59:02.000000000 Z
  comment: No Comments
  archived: false
  obtained:
  build_state:
- id: a9c949a8ccf5a81eb9b2cdea9da1da21a3abe7f2
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
  committed_date: 2019-05-13 20:43:07.000000000 Z
  comment: No Comments
  archived: false
  obtained:
  build_state:
- id: 8cab59548da50d45cce4ab9b7ab743df3d749318
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-13 04:43:57.000000000 Z
  committed_date: 2019-05-13 04:43:57.000000000 Z
  comment: No Comments
  archived: false
  obtained:
  build_state:
- id: 67f588fa6c8958a351a8642fe567f63c240987d7
  author:
    name: Shan Qing
    email: s_qing@ucsb.edu
    last_connected: 2019-05-08 04:40:25.000000000 Z
  committed_date: 2019-05-08 04:40:25.000000000 Z
  comment: No Comments
  archived: false
obtained:
build_state:
- id: 7478512391a1c7457ecf6ea47f855f83e8fbde79
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-08 04:33:24.000000000 Z
  committed_date: 2019-05-08 04:33:24.000000000 Z
  comment: 'With NPCs'

archived: false

obtained:
build_state:
- id: 5b6a47d1daf6c685e1264fda2e2f2fef724bfcd6
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-08 04:29:38.000000000 Z
  committed_date: 2019-05-08 04:29:38.000000000 Z
  comment: Haochen Yang
  archived: false

obtained:
build_state:
- id: 4193c930bdb62b83d3f026f31f5e9b924ed92dfb
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
  comment: No Comments
  archived: false

obtained:
build_state:
- id: 15655f36159aa4cadc28ac159a6164f2b427ddcd
  author:
    name: Jerry Liu
    email: jiaruirz@gmail.com
    last_connected: 2019-05-07 23:05:20.000000000 Z
Map updated
- Jerry

hqh

With Interior
Commit on repositories of server: Qinghang Hong

| Update README.md | QinghangHong1 committed 2 hours ago | Verified c58d2ae |
| Update README.md | QinghangHong1 committed 2 hours ago | Verified 60741af |
Commits on May 31, 2019

change back
Qinghang Hong authored and Qinghang Hong committed 8 days ago

set environment variable for db
Qinghang Hong authored and Qinghang Hong committed 8 days ago

change port
Qinghang Hong authored and Qinghang Hong committed 8 days ago

Commits on May 30, 2019

Update boot timeout limit on heroku
Qinghang Hong authored and Qinghang Hong committed 10 days ago

Commits on May 29, 2019

change procfile
Qinghang Hong committed 10 days ago

change procfile
Qinghang Hong committed 10 days ago

modify Procfile
Qinghang Hong authored and Qinghang Hong committed 10 days ago

change procfile
Commits for the website: Haochen Yang and Qinghang Hong

first commit