Progress Report
-Increment 1-
Group #18

1) Team Members

- Sophia Keezel, SDK20, sophiakeezel
- Jason Ragans, jtr21e, tragans
- Shivraj Khatwani, sak19i, shivi1206
- Gabriel Mannheimer, gmm18d, 101itsgabe

2) Project Title and Description

The Infected Lands - A 2D RPG game with turned-based movement to try and escape the infected. You go around collecting materials to create weapons and gadgets.
Turned-based fights, movement, and action.

3) Accomplishments and overall project status during this increment

- We have organized the details of our game, the main layout of how the game will run, and simple character designs, and defined our roles for the project.

- 2D Grid is on screen starting to layout logic and get simple characters to move on a grid

4) Challenges, changes in the plan and scope of the project, and things that went wrong during this increment

- We faced challenges while coming up with ideas on what type of game we were going to create. After brainstorming, we decided to create a 2D RPG game inspired by infected survival games.

- Another challenge we faced was getting familiar with Unity. In order to collaborate on this project, we took the time to understand how Unity Teams works so we could all work on creating the game.

- Getting the project onto Github for the whole team to work on.

5) Team Member Contribution for this increment

Sophia Keezel: Organized team meetings, started work on the game's graphic design.

Jason Ragans:

Shivraj Khatwani:

Gabriel Mannheimer:

6) Plans for the next increment

- By the next increment, we plan to have our character and world layout and designs completed so there will be a visual representation of the game for us to work with.
- We also plan to get basic movements for the character programmed and working.

7) Link to video

https://www.youtube.com/watch?v=8CdUFScpExQ