

Progress Report

- Increment 3 -

Group #1 Korona Kingdom

1) Team Members

Alexander Jordan - arj14b; github: A-Jordan-95

Alexander Kostandarithes - ak17c; github: FamousStephens

Karl Cooley - kzc18; github: Kazaco

Ryan Goldberg - rag19d; github: tabularasa98

Anthony Micciche - ajm17h; github: amicciche

2) Project Title and Description

Korona Kingdom:

A turn based RPG set in a parody of the current covid-19 pandemic. Users must defeat the bosses contained within three dungeons while fighting off enemies in random encounters. If they make it to the last boss and defeat them they will win the prize of a single roll of toilet paper.

3) Accomplishments and overall project status during this increment

- Updated Event System
 - Added support for Event chaining. (Events can create new events in-game)
 - Added support for Encounter system to run directly after an event
 - Created Events that occur in the Overworld
- Updated Overlay
 - Removed features no longer included (Map/Menu tab)
- Updated Inventory
 - Displays player's stats accurately now and removed unused stats
 - Displays tab contents and controls to use Inventory now
 - Allows users to heal using the 'consumables' tab
 - Prevents use of Inventory during now Events
- Updated Encounter system
 - Enabled the encounter system to stay open and display a final win or loss message in the dialogue box. The user would have to push enter to exit the encounter.
 - Added multiple enemy sprites to the encounter system.
 - Updated the message displayed at the beginning of an encounter to display the name of the enemy the user is combatting with.

- Updated the message displayed at the end of an encounter to display the name of the enemy you beat/lost to.
- Added boss enemy sprites and enabled, non random, triggered encounters of bosses.
- Updated Combat System
 - Added new attacks
 - Added new behavior for the hobo boss
 - Tweaked some stats

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

Project Proposal Scope Changes:

- No Save/Load Feature
 - Game felt short enough that the save/load feature didn't seem very important. Feature was cut for time as other game features needed more time/polishing. (Map and Dungeons Incomplete/Lack of Monsters/Lack of Items/Lack of Events)
- No Leveling System / Perk Tree
 - Not enough people / time to implement. (Map and Dungeons Incomplete/Lack of Monsters/Lack of Items/Lack of Events)
- Only one boss that behaves differently from enemies
 - The framework is in place to easily add more, but out of time.
- Not as many enemies or attacks as wanted
 - The framework is in place to easily add more, but out of time.
- Stats of enemies and player not tested due to lack of time
- The game was not tested to see if it's fun due to lack of time
- No NPCs or shops
 - Not enough people / time to implement. (Map and Dungeons Incomplete/Lack of Monsters/Lack of Items/Lack of Events)
- We wanted to implement an Item sub-menu within the encounter system main menu to allow you to equip items during combat
 - Due to lack of time we chose to just have the player equip/unequip items during regular gameplay, then if they happen to have one equipped they can use it during an encounter

5) Team Member Contribution for this increment

Karl Cooley:

Progress Report: Contributed to Challenges (Project Proposal Changes - Save/Leveling/NPCS) and Accomplishments Section. (Events/Overlay/Inventory)

RD Document: Contributed to Functional Requirements (Inventory-17/18 new and updated, Overlay - updated, Event System - 8/9 new and updated), and Non-Functional Requirements (updated Inventory/Overlay/Event System), Use-Case Diagram (updated Inventory), updated my portions of Class Diagram (Inventory/Event/Overlay - added/removed items + added Entity), created Sequence Diagrams (No Change)

IT Document: Contributed to Execution-Based Functional Testing (Inventory - some new stuff/updated, Overlay- updated, Event - new stuff/updated), Execution-based Non-Functional Testing (updated).

Source Code: Contributed to RPG.py (Fixed Player Stat Bug/Modified Calls for Inventory/Overlay/Events), finalized Inventory.py (Removed unused stats/Added working consumables/More user friendly appearance), modified Entity.py (Changed Structure to take advantage of inheritance/Removed unused stats), finalized Overlay.py (Removed unused menu options/Fixed stats), and modified Event.py (Added support for encounters after events/Event Chaining Examples/lot of events), and fixed MalMart code to work on most recent branch.

Presentation: Talked about my changes to Events, Inventory, and Overlay for this iteration as well as went through the Functional Requirements for these sections as well.

Alexander Kostandarithes:

IT Document: Contributed to Functional and Non-Functional Requirements (Entity, Event, and RPG.py)

Source Code: Contributed to RPG.py (Event cases), Entity.py (Added more objects), Event.py (Added various events)

RD Document: Contributed to the non-functional requirements

Video: Discussed new Events, Entities, and Level design

Alexander Jordan:

- Progress report: contributed to sections 2, 3, 4, 5, and 7 in the sections regarding the encounter system

- RD Document: contributed to sections 2, 3, 4, 5, 6, and 7, specifically sections regarding the encounter system.
- IT Document: contributed to sections 2, 3, 4, specifically sections about the encounter system.
- Source code: contributed mostly to the encounter system's source code during this increment, Anthony and I worked closely together on many aspects of encounters/combat, I contributed some code to the enemy classes and map of enemies in enemyList.py module
- Video: I talked about changes to the encounter system for this increment as well as the addition of some enemies.

Anthony Micciche

Progress report: Contributed to everything related to the combat system

RD document: Contributed to everything related to the combat system

IT Document: Contributed to everything related to the combat system

Source code: Mostly contributed to enemyList.py, masterMoveDict.py, and koronakombat.py.

Added a small amount of code to Encounter.py to give the player an attribute that keeps track of their last attack for the enemy AI to use.

Presentation: Talked about combat development in the video

Ryan Goldberg

Progress report: contributed to sections 2, 3, 4, 5, and 7 in the sections relating to the events added

RD document: Contributed to everything related to adding new events and maps

IT Document: Contributed to everything related to adding new events and maps

Source code: Added to the event.py all events pertaining to the dollar store and school

Presentation: talked about the school map and compiled all video clips together

7) Link to video

<https://drive.google.com/file/d/ITImjdT9jyozLssvtjPJbUb97kItIzjMQ/view?usp=sharing>