Progress Report

- Increment 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

- Established an overworld with a textured map
- Implemented basic layout for dungeon maps
- Implemented capability to enter/leave dungeons
- Implemented sprites for main character
- Implemented an interaction system with various options
- Created a Basic UI for:
    - Overworld - Player Info / Menu Options / Dialogue Box
    - Inventory (non-functioning)
- Added basic animations to the character sprite
- Established a basic “pen and paper” system diagram (ie how the game will actually run)
    - Began implementing a stripped down version of the combat system.
- Implemented random encounters as well as a battle menu

Korona Kingdom’s progress has been moving on schedule, and no extenuating circumstances have held the project back.

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

UI not performing at the same performance on everyone's machine

- Code was rewritten using an alternative method that was more optimized

Animation:

- Fixed a bug that made the game crash when player entered a new area
- Fixed a bug where the player could walk around while inside of menus

5) Team Member Contribution for this increment

Anthony Micciche:

Progress Report: Anything pertaining to the combat system

RD Document: Contributed to the functional requirements about combat, and the overview section.

IT Document: Contributed to the section on combat.

Source Code: Wrote the driver.py and koronakombat.py files.

Presentation: Did the portion of the video on the combat system.

Designed the pen and paper system which gave way to the implementation of combat through the files koronakombat.py and driver.py.

Alexander Kostandarithes:

Progress Report: Added to the accomplishments section and plans for next increment

IT Document: Added to the Inventory class development. Added to non-functional testing

RD Document: Wrote the assumptions

Source Code: inventory.py

Presentation: Discussed inventory class and overworld demo

Created inventory.py and created sprites for in-game items

Ryan Goldberg:

Progress Report: Any sections pertaining to the animations or sprites

RD Document: Contributed to Functional Requirements (Animation portion), Non-Functional Requirements (Animation portion), Case Diagram(animation), Class Diagram (Animation portion)

IT Document: Contributed to section 2 with project tools and editing, Animation portion for all testing sections

Source Code: Created Animation.py and implemented its features in the RPG.py. Features added include walking animations and flipping directions based on input

Presentation: Explanation of Animation .py and how the player is animated, edited together video clips from group members

Karl Cooley:

Progress Report: Contributed to Challenges and a small part of Accomplishments Section. (UI sections for both)

RD Document: Contributed to Functional Requirements (Inventory/Overlay portions), Non-Functional Requirements (Inventory/Overlay portion), set-up Use Case Diagram (Overlay portion), set-up Class Diagram (Inventory / Overlay / RPG (partial)), and Sequence Diagrams (All)..

IT Document: Contributed to Programming Languages, Platforms, and all Testing Fields.

Source Code: Contributed to Inventory.py (different from inventory.py, trying to merge them right now), Overlay.py, and parts of RPG.py. I created the overlay logic, inventory template, and made those classes interact with RPG.py.

Presentation: Contributed to explanation on overlay, basic inventory template, and next increment plans.

Alexander Jordan:

Progress Report: I contributed to section one, two, and three, of the progress report as well as the portion of the video about the maps and encounter system.

RD Document: I contributed to sections two, three, five, six, and seven of the RD Document. Specifically sections having to do with the overworld, or dungeon maps, and the encounter system.

IT Document: I contributed to section three of the IT Document.

Source Code: I contributed to the modules RPG.py and Encounter.py.

I handled the logic in RPG.py that deals with importing the map object and its layers, as well as anything handling the encounter system(lines 14-25, 35-50, 62-64 71-75, 84-111, 123-135, 141-146, 154-159, 170-179, 191-256, 260-268, 306-309, 312-315). Additionally I wrote all of the code in the Encounter.py module.

6) Plans for the next increment

For increment 2, it is desirable that the first dungeon of the game will be complete. Basic combat and interaction should be fully implemented. Enemies will have their stats and interactions with the player will also be implemented. Enemy sprites should have some basic animations during combat.

7) Link to video

https://www.youtube.com/watch?v=GJ9aXDGBTeg&feature=youtu.be

Note(Alexander Jordan): I forgot to mention my name during my portion of the video, my contribution is from 5:13-6:23