**Progress Report**

**- Increment 1 -**

**Group #7**

# Team Members

github link:<https://github.com/Aavacado/CEN4090L-Capstone-Serja/>

Sarah Hall - sfh17 - sfhall22

Rachel Russell - ror15 - AliceDeveraux

Emily Schall - ers19i - Aavacado

Justin Williams - jaw18e - JustWiII

Ahmed Alaoui - ama18c - ahmed-alaoui

1. **Project Title and Description**

*Grandeur* - a 2D puzzle platformer video game that revolves around finding 10 keys which are earned by “quests” (puzzles/minigames or achievements) in order to open the large door blocking your exit from a mysterious castle.

1. **Accomplishments and overall project status during this increment**

In this increment, we met weekly to discuss the game design. We believed it was crucial to first lay out the game design before jumping into the implementation. Together we decided on plot points, art design, general mood/theme, and map ideas; individually we worked on 2 quests each that we will go on to implement ourselves.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

Challenges: making github work with unity because we had to make sure that it worked for each team member. Currently the working version of the game is located on branch Justin.

Changes: changed 12 quests to 10 so each person can take 2 quests

1. **Team Member Contribution for this increment**
   1. the **progress report**
      1. Sarah - 2, 3
      2. Rachel - 4
      3. Emily - 6
      4. Justin - 3, 6
      5. Ahmed - 7
   2. the **requirements and design document**
      1. Sarah - 1, 2, 3, 6, 7
      2. Rachel - 3, 4, 5
      3. Emily - 2, 3
      4. Justin - 4, 5
   3. the **implementation and testing document**
      1. Sarah - 1, 2
   4. the **source code:**
      1. Justin - CharacterController2D.cs, PlayerMovement.cs, MainMenu.cs (located in the “Justin” branch)
   5. the **video or presentation:**

i) Ahmed - Editing and publishing of the video

ii) Everyone- Audio portions describing our current iteration.

1. **Plans for the next increment**

For the second increment, we are going to implement our ideas in code and test the quality. More specifically, we will attempt to get the high-priority requirements done: fluid player movement, and the main menu that includes saves and settings. After that we will approach the main hub, our individual keys, and item system as needed.

1. **Link to video**

<https://youtu.be/GutNr6wmrO8>