**Progress Report**

**- Increment 3 -**

**Group #21**

*Please use this template to describe your progress on the group project in the latest increment. Please do not change the font, font size, margins or line spacing. All the text in italic should be removed from your final submission.*

# Team Members

Andres Candido

FSUID: aec19g

GitHub ID: ChadIsNumber1

Morgan Wolpert

FSUID: maw20en

GitHub ID: velt1c

Cesar Marquez

FSUID: cdm21h

GitHub ID: D4v1dM0

John Negrin

FSUID: JFN22

GitHub ID: JohnNegrin

Nathan Wallen

FSUID: Ndw21b

GitHub ID: Ddpr

1. **Project Title and Description**

*Title: Project X*

*This project is a Low-Poly 2-D Retro Fighter game that has 2 players.*

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

*In this increment all our work from the semester came together and we finalized the actual mechanics and UI aspects of the game. Previously we had a working menu and character designs. In this increment we worked on implementing our fight scenes with combat mechanics such as hitboxes, movement, health bars, etc. There is now a menu where the player can select the character they want to play as and the background they want to play in. There are also character animations in the menu and during combat.*

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

*A big challenge for the progress on our game was other obligations; assignments from difficult classes, midterms and finals made it challenging to work on the project or even meet. We weren’t able to submit a repository link for the second increment due to how busy we all were; we worked on small portions of the game individually but were never able to coordinate to merge them together into a branch we could submit. The assignment closed and we weren’t able to submit anything late after that so we included everything we have since the first increment in this submission.*

1. **Team Member Contribution for this increment**

*Please list each individual member and their contributions to* ***each of the deliverables in this increment*** *(be as detailed as possible). In other words, describe the contribution of each team member to:*

* 1. *the* ***progress report****, including the sections they wrote or contributed to*
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
  5. *the* ***video or presentation***

*Morgan Wolpert: completed the progress report and wrote the health bar UI and the timer for the characters with Andres. (Animations branch, CombatLoop branch)*

*Andres Candido: made the character animations, wrote the health bar UI and the timer with Morgan (Animations branch)*

*John Negrin: implemented combat mechanics such as hitboxes and character states (CombatLoop branch)*

*Nathan Wallen: wrote the ‘choose your character’ menu (Versu Menu branch)*

*Cesar Marquez: developed 3 asset backgrounds for the fight stage (Backgrounds branch)*

1. **Plans for the next increment**

*N/A*

1. **Link to video**

[***https://www.youtube.com/watch?v=RuwJ6qf6IOU***](https://www.youtube.com/watch?v=RuwJ6qf6IOU)