**Progress Report**

**- Increment 1 -**

**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

Project X is a Low-Poly Retro 2D Fighter game

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

This increment was allotted mostly to planning out the basis of the game and then the finer details, such as the character, stage and sound design and the control scheme for the user. We decided that we want the character to have 1-Dimension movement and a light, heavy and special attack. We also planned a Working Menu /UI that contained a Starting Menu, Versus Menu and Stage Select Menu.

By this increment, we have a working Menu/UI that features a ‘Versus’, ‘Quit’ and ‘Credits’ button. All buttons are functional and clicking ‘Versus’ takes you to the Versus Menu. We also have one character fully designed with animations in place.

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

The challenging part of this increment was deciding the specifics of the game we wanted to create and planning how the design and controls would work out. We dealt with these challenges by meeting in call on Discord and in-person meetings until we had all our ideas fleshed out.

We were conflicted between rpg, fighter game or 2-d sidescroller initially, but after discussion and research we all settled with a 2D fighter game (and this was reflected in the proposal) .

Our roles in the project changed as we got into working on it – Andres merged roles of character design/animations and Morgan did UI design/programming instead of character and stage design despite the original roles. The other group members contributed as their roles entail.

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 -committed the first working menu UI (design, buttons, scripts for button functionality, linking buttons to new pages) for the game and completed the entire progress report document

Andres Candido – designed our first working character and developed the animations for it, worked on half of the the Requirements and Design document and the Implementation and testing document with John. He also created our GitHub repository and put a detailed README file into the main branch.

John Negrin – worked on character designs with Andres and on the other half of the Requirements and Design document and Implementation and testing document with John. He also created the video presentation for our project.

Cesar Marquez – created the backgrounds we are going to implement for the Stage menu in the next increment

Nathan Wallen – number 4 on the case document, helped with other sections of the requirements and design document

1. **Plans for the next increment**

For the second increment, these are our goals:

-a completed Versus menu (character select)

-a completed Stage Select Menu (select which stage to play in)

-have all characters designed and animated

-sound implementation

-Control scheme: mapping buttons to movement

1. **Link to video**

<https://youtu.be/qZzhhTKN2-Q>