Progress Report

- Final Increment -

Group #14

***NOTE: The custom art for the hamster was created by Amanda Daniels (she is not a member of the group). Music in our game was from https://www.bensound.com/ in the Campground Level , from http://vgmusic.com/ in the City Level and Home Level, and from https://stock.adobe.com/audio in the Underground Level. All sprites were either from Unity's Asset Store, Game Developer Studio (https://www.gamedeveloperstudio.com/), or created by ourselves.

1) Team Members

Emmanuel Ayala (Student ID: eoa18, GitHub ID: Eoa18)
Ashton Frias (Student ID: agf19e, GitHub ID: AshtonFrias)
Jordan Locke (Student ID: jll19g, GitHub ID: jll19gGH)
Justin Mulder (Student ID: jtm18j, GitHub ID: millingmadly)

2) Project Title and Description

We created a 2D game through Unity called "Go Home, Hamster!" about a lost hamster trying to get home. Each level consists of the hamster rolling through various obstacles and avoiding enemies. There are 4 levels in total, each with its own theme and varying difficulty.

3) Accomplishments and overall project status during this increment

Before starting development on each of our levels, we wanted to make a foundation level together that would include everything that would be in all the levels (i.e. enemies, movement, obstacles, health, health items, checkpoints, etc.). We were able to add the finishing touches to this level (added a life collectible, checkpoints, etc.) as well as develop each of our own levels. We also added some new obstacles (like the falling object traps and floor saws) as well as music.

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

In this last increment, we had a few issues when pushing and pulling our code to Github. For some reason, sometimes when someone would push their level, someone else's level would get corrupted in some way. The corrupted levels wouldn't have errors, but some of the scripts and resources/sprites would be un-assigned, so the level would not look/work as intended. It was easy enough to reassign everything. We just made sure to keep copies on our own personal computers before and after pushing/pulling anything from Github. Another problem we noticed was the growing complexity of the code. In the end, the code was not as organized as it could have been due to each of us having different approaches to similar issues. For instance, there were two different methods used for damaging the player (i.e. have the enemy handle damage or having the player themselves handle the damage). Both approaches work but organization-wise, it would be better and more consistent if only one method was used rather than two. We also did not end up implementing everything we planned due to time constraints, such as the hamster moving animation, in-game functionality (mute music, restart, exit, etcc. This is also why if you press "Settings" in the main menu, nothing happens), or refining the story (like adding some sort of text/illustrations at the beginning to show the hamster getting lost). Also, the jumping/movement is a bit buggy (for example, the hamster sometimes gets

stuck to the floor or launches into the air) Although adding and/or fixing these elements would have improved the overall experience, we are happy with the result overall.

5) **Team Member Contribution for this increment**

   a) Group input about the progress report was given through Discord. Afterwards, I (Jordan Locke) wrote the majority of the progress report and then Emmanuel Ayala, Ashton Frias, and Justin Mulder reviewed and added to it.

   b) Group input about the functional/non-functional requirements was given through Discord. Afterwards, I (Jordan Locke) wrote the majority of it and then Emmanuel Ayala, Ashton Frias, and Justin Mulder reviewed and added to it.

   c) Group input about the Implementation and Testing Document was given through Discord. Afterwards, I (Jordan Locke) wrote the majority, then Emmanuel Ayala, Ashton Frias, and Justin Mulder reviewed and added to it.

   d) Ashton Frias made the Underground/Sewer level, the "You Win!" screen, and added custom lanterns to his level. Emmanuel Ayala made the City level, improved his Enemy Prefabs so they could detect cliffs, added falling deaths, and added a falling radiator trap. Justin Mulder made the Home Level and a playable link on Itch.io. I (Jordan Locke) made the Campground/Forest Level and added a falling rock trap and floor saw obstacle.

   e) We each recorded our own levels for the video then Ashton Frias edited it together.

6) **Link to video:** https://www.youtube.com/watch?v=Qjkx_BBHfIU

****Also, here is the playable link to our game:** https://millingmadly.itch.io/go-home-hamster