

# **Progress Report**

## **- Increment 1 -**

### **Group #14**

\*\*\*NOTE: All custom art was created by Amanda Daniels (she is not a member of the group).

#### **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 will be creating a 2D game through Unity called “Get Home, Hamster!” / “Go Home, Hamster!” about a lost hamster trying to get home. Each level will consist of the hamster rolling through various obstacles and avoiding enemies. There will be 4 levels in total, each with its own theme and increasing difficulty.

#### **3) Accomplishments and overall project status during this increment**

We mainly have been watching Unity tutorials online and learning the basics. We also developed a couple of demos and pushed both to GitHub in order to familiarize ourselves with the concepts we will be using as well as practice pushing and pulling files to and from GitHub successfully. The first demo is a very basic 2D game. The second demo was used to confirm that we are able to add custom art into Unity. So far, we have not made any adjustments to the project’s initial scope and functionality.

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

As said, so far we have not made any adjustments to the project’s initial scope and functionality but we have faced some challenges. One challenge we faced was finding assets for the game. We originally planned for each level to be unique so we wanted a decent range of assets. However, finding a large range of assets that were both free and matching in art style is difficult so rather than just making custom art for the hamster, we may also need to make custom art for the assets, backgrounds, and enemies as well. Another challenge was organization. We realized that just using Discord to keep track of who was working on what would become hard later on as things became more complex. To help us keep organized, we made a board on Trello, which is a website that helps teams collaborate and manage projects. Lastly, pushing and pulling the project to GitHub was a challenge at first but after messing around with the .gitignore file, we were able to get it working properly for everyone.

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

- a) During our in-person meeting, we all gave input on what to write about for each section of the progress report. 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) During our in-person meeting, we all gave input on what to write about for the functional/non-functional requirements. Afterwards, I (Jordan Locke) wrote the majority of it and then Emmanuel Ayala, Ashton Frias, and Justin Mulder reviewed and added to it.
- c) I (Jordan Locke) wrote the Implementation and Testing Document.
- d) Ashton Frias set up GitHub and made the demo of the 2D game. Emmanuel Ayala made the demo with the custom art in Unity. Justin Mulder set up our Trello board.
- e) Ashton Frias made the video.

#### **6) Plans for the next increment**

For the next increment, one task is to decide on which assets we will be using for the game. We also want to have the custom art for the hamster done so that we have time to get custom art for anything else we may need. Another task will be designing each of our levels and beginning development of them. The goal is to have most of our levels developed by the end of the next increment so that we can focus on integrating all of our levels together, adding a main menu, winning/losing the game, and implementing the remaining custom art.

#### **7) Link to video**

<https://www.youtube.com/watch?v=qCmTNhNFX4E>