Progress Report
- Increment 2 -
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 "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**

   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.). Once done, we could build our individual levels relatively quickly because we can refer to the foundation level to help build everything. Also, our levels would flow well because they were all built using the same base. For the most part, the foundation level is complete. There are small things we have not added yet, such as music, sound effects, in-game menu functionality (like the ability to mute the music while playing, exit the game, restart, etc.), and making the hamster sprite appear to be moving, but overall, it is complete enough where we now feel comfortable to start development on our own levels.

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

   We thought by the end of this increment, we would have finished the foundation level and we would have been working on our independent levels. Even though we are a little behind from where we thought we would be, we still feel like we are on track. With that said, our main challenge for this increment was definitely time management since we all have an increasing workload as the semester is coming to an end. When we do work on the project, everything comes along relatively smoothly and quickly since we are all pretty comfortable with Unity now. We have some minor issues here and there but nothing major. As of now, the scope has still not changed but we expect in the last month for there to be some adjustments due to time constraints.

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 game's main menu, improved character movement, and added the transition to a new level. Emmanuel Ayala added a camera to follow the hamster and enemies. Justin Mulder added obstacles and fixed asset import issues. I (Jordan Locke) added a health bar, lives, health items, and checkpoints.

e) Justin Mulder made the video.

6) Plans for the next increment

For the next increment, we would finish adding the missing elements to the foundation level and develop our own levels. Once done, we would use the remaining time to polish the game by testing, fixing bugs, and just making it look and play better overall.

7) Link to video

https://www.youtube.com/watch?v=OAUTwc4I8YU