**Progress Report**

**- Increment 3 -**

**Group #17**

# Team Members

# Aamir Baloch, amb21w, ABaloch1

# Blake Barth, bmb22b, Blake1720

# Jacob Copham, jlc21b, jcopham

# Joshua Krug, jak21i, AusarTheVil3

* Ethan Lin, el21v, WindowsSystemAdmin

1. **Project Title and Description**

Gather. Arm. Manage. Endure. (G.A.M.E.)

We are making a single-player video game that is a mixture of tower defense, platforming, puzzles, and resource managing. We are incorporating physics-based movements and randomly seeded resources to find as you explore. We are making waves of enemies to defend against, science-based puzzles to solve, and we have written an intriguing, mysterious story. We are making the game have a cyberspace-theme, with designs fitting that aesthetic.

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

During this increment we were able to really make a lot of functional progress due to taking time to improve the structure of our code last increment. We turned it into a vertical scroller with platforming. We swapped out all of the temporary sprites and assets with appropriate assets for the theme. We were able to implement minable blocks beneath the player so they could gather resources and find puzzles to solve. We implemented functional enemies with a wave system that you have to clear so that you can go gather resources and find puzzles to solve. We implemented a game over screen that gives you your statistics after playing so you have a score to beat next time you play. Overall, we accomplished most of the goals we set out to achieve in some way. The only features left that we would address if we had a fourth increment would be music and a fleshed-out upgrade tree.

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

Throughout the development of G.A.M.E, we faced several challenges that led to adjustments in the project’s scope and plans. One significant hurdle was the ambitious nature of our initial design. While we aimed for a fully fleshed-out upgrades menu and a diverse crafting and mining system, we ultimately had to scale back due to time constraints and unforeseen personal commitments among team members during the semester. These challenges impacted our ability to implement all planned features; however, we rallied together during the final weeks of development. Our collective effort enabled us to deliver a functional and engaging core experience, including a workable enemy wave system and meaningful character interactions. Although not everything went as planned, we’re proud of the progress we made and the skills we developed during this process. The experience provided valuable lessons in project management, prioritization, and adaptability, which will undoubtedly benefit us in future endeavors.

1. **Team Member Contribution for this increment**
   1. **The progress report:**

Joshua Krug – Wrote section 2

Jacob Copham – Wrote section 3

Aamir Baloch – Wrote section 4, 6, 7

Everyone – Sections 1, 5

* 1. **The requirements and design document:**

Joshua Krug – Wrote sections 1, 2, 4, 5, 7

Ethan Lin – Wrote section 6

Jacob Copham – Wrote section 3

* 1. **The implementation and testing document:**

Jacob Copham – Wrote sections 1, 4, 5

Aamir Baloch- Wrote section 3

Blake Barth – Wrote section 2

* 1. **The source code:**

Joshua Krug – Created scientific puzzles, aesthetic changes, and the puzzle screen and loading screen.

Jacob Copham – Worked on mining blocks, pause, game over, puzzle scene work, and the Heads-Up Display

Ethan Lin – Worked on player offensive capabilities.

Aamir Baloch- Fixed player animations. Added enemy functionality to interact with and shoot at player and base. Added enemy animations.

Blake Barth – Added the framework for mining blocks and resources as well as implementing parkour elements.

* 1. **The video or presentation:**

Joshua Krug & Jacob Copham Collaborated on the Video

1. **Plans for the next increment**

We have reached our final increment. Thanks to the team for putting so much effort into our project. We are happy with the progress we have made.

1. **Stakeholder Communication**

**Subject**: Final Update for Project G.A.M.E (Gather. Arm. Manage. Endure.)

Dear Stakeholders,

I am pleased to share that we have officially reached the due date for our project, G.A.M.E—a 2D platformer tower defense roguelike featuring upgrades, puzzles, resource collection, and waves of enemies. Our team has worked tirelessly to accomplish our goals by this deadline, and while we made some adjustments along the way, we’re proud of what we’ve achieved.

**Key Accomplishments**:

**Core Gameplay**: We focused on delivering the fundamental gameplay elements, including enemy interactions, story integration, and functional character development.

**Upgrades & Settings**: Despite the challenges, we successfully implemented a fully functional upgrades system and settings menu, enhancing player control and experience.

**Game Continuity**: Players can pause the game and resume seamlessly from where they left off, ensuring an uninterrupted experience.

**Adjustments**

As with any ambitious project, we had to scale back certain aspects to ensure the game’s core features were polished:

**Weapon Diversity**: Instead of a diverse selection of weapons, we streamlined our focus to ensure the core gameplay mechanics were engaging and balanced.

Scaling Scope: Some features and content ideas were postponed or trimmed to align with our timeline without compromising quality.

**Final Thoughts**

While the journey involved adjustments, we are proud of the progress we made, and the teamwork demonstrated throughout this process. G.A.M.E stands as a testament to our ability to adapt and prioritize effectively, delivering a cohesive and enjoyable experience.

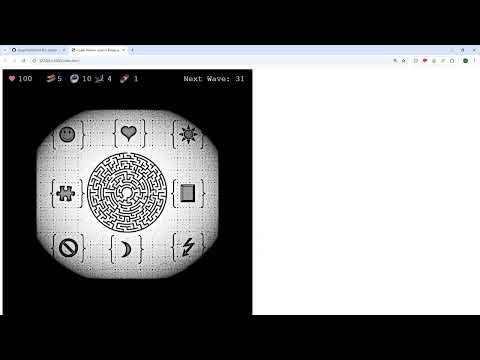
Thank you for your continued support and feedback, which has been invaluable to our success. If you have any questions or would like further insights into the project, please feel free to reach out.

Best regards,

*G.A.M.E Team*

1. **Link to video**

[**https://youtu.be/DE6w8om1szQ**](https://youtu.be/DE6w8om1szQ)

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