

Progress Report

- Increment 2 -

Group #11

1) Team Members

Carly Sweeney, CAS21B, carlyswe

Maddy Burns, mrb23g, mb4425 / 427am

Miranda Arnold, mla21g, mirandaa02

2) Project Title and Description

Lost Wizard's Labyrinth is a first player adventure style video game in which the player is a lost wizard who must complete a series of puzzles and follow clues from fellow wizards to find their way back to their own world.

3) Accomplishments and overall project status during this increment

During this increment we created the first game which is a sliding puzzle. We also completed the models for the Rock Wizard, Tree Wizard, and Lake Wizard. We also created a script for interacting with each Wizard. We also have a start menu, settings menu, and character customization screen that is not implemented into the main project.

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

The main challenge we faced was uploading files to Github because of the size restrictions. Parts of the models for the wizards were unable to upload because of their file size. We also had difficulty implementing the start menu into the actual main project.

5) Team Member Contribution for this increment

Carly Sweeney

- a) Progress Report: Sections 6, 7
- b) Requirements and Design Doc: 4, 5
- c) Implementation and Testing Doc: N/A
- d) Source Code: Minigame 1, Start and Win of Minigame1 from main game scene
- e) Video: Plans for next implementation & scoping

Maddy Burns

- a) Progress Report: 3, 4
- b) Requirements and Design Doc: 1, 2, 3, 6, 7
- c) Implementation and Testing Doc: 1, 2, 3, 4, 5
- d) Source Code: NPC Interaction - Player can interact with the Rock Wizard, Tree Wizard, and Lake Wizard
- e) Video: Demo and Progress Completed

Miranda Arnold

- a) Progress Report: 5
- b) Requirements and Design Doc: 1

- c) Implementation and Testing Doc: n/a
- d) Source Code: main menu and character customization (not integrated to main game yet)
- e) Video: Overview of Project

6) Plans for the next increment

In the next increment we will create another minigame. Our next mini game will probably be a matching/memory game.

We also plan to add functionality to the menus we designed and allow for the customizations made to have effect in the game.

We will also add more detail into the text associated with the character dialogues to follow more of our storyline and better guide the adventure of our player.

7) Stakeholder Communication

Dear Stakeholders,

We hope this email finds you well. We are excited to share the latest developments regarding our video game, Lost Wizard's Labyrinth. Our team has made significant strides, and I'd like to outline our progress and current status.

Current Progress

During this increment we have made achievements in the following areas:

Wizard Design & Interactions: We have finished designing our wizards and implemented our wizard interactions to display dialogue and provide the user with directions and clues to win the game. The game now features a Rock Wizard, Tree Wizard, Lake Wizard, and a Mushroom Wizard. These playful characters will guide our player to success.

Minigame 1: We have completed the first minigame and added it into our main game scene. The first minigame is a square grid in which you unscramble a picture by sliding pieces around. The user is able to interact with a game marker to trigger the minigame to start and after completion, the game closes back to the main scene.

Menus: We have also made progress on our start menu, settings menu, and character customization. These will allow the game to flow better and give the user more control over their game experience.

Challenges and Solutions

As with any game development process, we have encountered a few challenges:

Storage and File Size: We are dedicated to implementing high levels of detail into our game design, however that comes with the issue of dealing with large file sizes and therefore trying to most efficiently manage memory. We have been working on how we can keep our quality of design up while managing our data properly.

Difference in Ideas: Our team members have been so excited about our game they have come up with extravagant ideas of what to design next and where to take this project. We have had to mediate the difference in ideas and come up with a way to best continue developing this project.

Next Steps

Looking ahead, we will focus on the following:

New Minigames: We're excited to expand the gameplay experience by introducing additional minigames that will provide more variety and enhance player engagement.

Start Menu, Win Game Menu, and Settings: We will be implementing more robust functionality for these core menus, improving navigation and overall user experience.

Character Interactions & Storyline Development: We are also adding new layers to the narrative by integrating more detailed storyline elements into the character interactions, enriching the player's journey.

Thank you for your ongoing support and enthusiasm for Lost Wizard's Labyrinth. Please feel free to reach out if you have any questions or need further details.

Best regards,

Group 11

8) Link to video

<https://drive.google.com/file/d/1-xvEsn0rYkKCwsCyc1fXRUkEoNww2jrK/view?usp=drivesdk>