

# **Progress Report**

## **- Increment 3 -**

### **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 created 3 more mini games of a matching game, mini golf, and minesweeper. We also fleshed out the character dialog to make sense with the story line and better guide the player through the game. We added error checking to make sure the player completes their tasks in sequence and cannot play games or talk to characters until they have completed the appropriate prior tasks. We also made it so the player's location in the main game scene is saved and preserved through going to play minigames. We also added in our start menu, choose character menu, pause menu, and win screen.

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

The biggest challenge we faced was creating a script that saved the players position when transitioning between the main scene and minigames. We tried several methods to preserve the players state and eventually got one to work which is great. We had some issues with merging everything together at the end as we were all working on separate things for a while but that was also resolved. The only change in the original plan is that we ended up only creating 4 puzzles instead of our initial goal of 5, but it still makes sense and the flow of gameplay is completely fine with the scaled down version.

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

Carly Sweeney

- a) Progress Report: Sections 3, 4, 7
- b) Requirements and Design Doc: 4, 5
- c) Implementation and Testing Doc: N/A
- d) Source Code: Matching minigame 2, start and win of minigame from main game scene
- e) Video: Overview of project

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: Minigolf, Minesweeper, Position Saving, Win Screen, Pause Menu
- 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, Win Screen, Character Customization
- e) Video: n/a

## 6) Plans for the next increment

This is the last increment.

## 7) Stakeholder Communication

Dear Stakeholders,

We hope this email finds you well. As we conclude our final increment for Lost Wizard's Labyrinth, we are excited to provide an overview of our progress, highlight some of the key developments, and share a few challenges we've encountered along the way, along with the solutions we implemented.

During this increment, we focused on finishing up essential features to complete the game and ensure a seamless user experience. Below are the main achievements:

### Mini-Games

We successfully implemented three new mini-games to enrich the gameplay experience. These include:

- Matching Game: A matching-based memory game where players match cards to win.
- Minesweeper: A classic logic game that provides a fun challenge for the player.
- Mini Golf: A fun skill-based game that adds variety and keeps the gameplay engaging.

### Character Dialog & Story Integration:

- We improved the character dialogue to better align with the storyline, ensuring that conversations with in-game wizards guide the player effectively through their journey. The dialogue now provides more meaningful context to where to head next, enhancing the narrative flow and keeping players engaged in the adventure.

### Task Sequence and Error Checking:

- To ensure smooth progression, we added error checking that enforces task completion in the correct order. Players can no longer bypass essential objectives, such as talking to characters or playing mini-games, until they have completed the required steps.

### Location Persistence:

- We implemented a feature to save the player's location within the main game scene, which is preserved even after they play mini-games. This prevents players from losing their progress and ensures a seamless transition between game sections.

#### Menus & UI:

We added several key menus to the game, including:

- Start Menu: The entry point where players can begin their adventure.
- Character Selection Menu: Allowing players to choose their wizard character.
- Win Menu: Displaying a celebratory message once players complete the game.

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

Challenge: Saving the player's progress, particularly their location and game state, posed some difficulties when transitioning between the main game scene and mini-games.

#### Solution:

We developed a state-saving system that tracks the player's position and other critical variables, ensuring their progress is always preserved when returning to the main scene.

We are excited to announce that the project has now been completed, and the game is fully functional with all core features implemented. Our team has worked hard to create a cohesive and enjoyable experience, and we are confident that the final product reflects our collective efforts.

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/1zuLaobUXec5jAdMU7qOj\\_FgmsCP5fEoN/view?usp=sharing](https://drive.google.com/file/d/1zuLaobUXec5jAdMU7qOj_FgmsCP5fEoN/view?usp=sharing)