**Progress Report**

**- Increment 1 -**

**Group #11**

# Team Members

Carly Sweeney, CAS21B, carlyswe

Maddy Burns, mrb23g, mb4425 / 427am

Miranda Arnold, mla21g, mirandaa02

1. **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.

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

During this increment we created our main game scene environment and fleshed out the settings. We implemented the ability to walk and move around the game for the player. We created a layout of all necessary places the user must visit to cover the plot of our game and to win the game. We added game markers to indicate where a player must go to start a “mini-game” / puzzle. We also started creating the wizards that the player will need to interact with. At this point our project is in good standing and we will be able to start developing our mini-game puzzles and the NPC character interactions we intended on.

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

We had some challenges figuring out how we can all interact with our same project within unity hub & vscode and issues with the version control. We dealt with this by establishing a system for merging branches and pushing to github with our changes. We also had the challenge of learning how to use unity and become adjusted to that software development tool. At this point we have made no changes to our scope.

1. **Team Member Contribution for this increment**

Carly Sweeney

1. Progress Report: Sections 1,2,3,4,5,6,7
2. Requirements and Design Doc: Use Case Diagram & Class Diagram
3. Implementation and Testing Doc: N/A
4. Source Code: Created the game markers that will be used to allow the player to start a minigame
5. Video: Change in Scope & Next Increment

Maddy Burns

1. Progress Report: 5
2. Requirements and Design Doc: 2, 3, 6, 7
3. Implementation and Testing Doc: 1, 2, 3, 4, 5
4. Source Code: NPC Interaction - created a script that allows a player to press a key while standing in a specific area to talk to a wizard
5. Video: Demo and Progress Completed

Miranda Arnold

1. Progress Report: 5
2. Requirements and Design Doc: 1
3. Implementation and Testing Doc: n/a
4. Source Code: menus – havent pushed yet
5. Video: Menu overview and character info
6. **Plans for the next increment**

Our plans for the next increment is to work on creating the wizard NPC’s the player must interact with to get clues and directions. We will also start working on one puzzle game.

1. **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

We have successfully created the main game scene, allowing players to navigate a richly designed world filled with immersive environments. Here are some key highlights from this increment:

World Building: The primary game world has been fully developed, providing players with a captivating environment that reflects the magical journey of our lost wizard.

Player Movement: We have implemented robust player controls, enabling seamless movement around the game world. Players can now explore freely, enhancing the adventure experience.

Set Design: All locations the wizard will visit are complete. Each set has been meticulously crafted to create distinct atmospheres that align with the various challenges the wizard will face.

Minigame Markers: We introduced game markers that will initiate the minigame puzzles throughout the world. These markers are designed to be visually engaging and intuitive, guiding players toward their next challenge.

Wizard Interaction: We have implemented the start of allowing the wizard to interact with the other wizards and get information about the game and clues.

Challenges and Solutions

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

Balancing Complexity: Ensuring that the puzzles are engaging yet not overly complex has been a topic of ongoing discussion. We are refining our design approach by gathering feedback from our playtesting sessions to strike the right balance.

Performance Optimization: With the addition of detailed environments and player controls, we noticed some performance dips. Our development team is actively working on optimization strategies to ensure a smooth gameplay experience across various platforms.

Next Steps

Looking ahead, we will focus on the following:

Finalizing the design and functionality of the minigame puzzles to enhance player engagement.

Designing the visuals and stories for the rest of our wizards the player will get directions and clues from.

Continuing to refine the game world to ensure it is not only visually appealing but also highly interactive.

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

1. **Link to video** <https://drive.google.com/file/d/1yHk6OcJrA_7_GMn0QtJVZeF4fWKflsNS/view?usp=drivesdk>