**Quarter 1**

**Team Meetings – what we do in our weekly meetings**

Damian and I meet every Monday at 9:30 am in person before our meetings with the professor at 11:30 am. We would use this time to share our work and ask questions about each other’s contributions to the GitHub repo. During this time, we would approve pull requests and ensure our stories on Jira and tasks are complete. We also meet remotely on Wednesdays form 5pm-6pm to check in on each other’s progress and to set goals for upcoming sprints.

**Contributions – what I worked on (Mark)**

During our first sprint I worked on random map generation templates to set a baseline for our game, I created 3 different map variations that achieved similar goals. I also worked on adding walls to the maps and made the walls face different directions to give a perspective on depth.

**Product – how I achieved those goals (Mark)**

To achieve the goals I used a Tutorial by Sunny Valley Studio called [Unity Procedural Generation of a 2D Dungeon](https://youtube.com/playlist?list=PLcRSafycjWFenI87z7uZHFv6cUG2Tzu9v). I used this tutorial to give me a better understanding of how to use the object-oriented programming in unity and how to create a random generated map. The two examples that were used were a random walk map generation which would have a starting point and then walk in “random” directions to create a unique floor environment. The second option was a space controlled “room first” random generation that would outline a playable area then build rooms based on partitions. I have added additional features like unique color tiles and made changes to the algorithm for a different experience more in line with what Damian and I have been looking for. We want the game to feel less like a dungeon and more open field grassy area.

**Contributions – what I worked on (Damian)**

For the first sprint, I mainly worked on character movement. So, the player is actually controllable and I set up the character animations for player movement as well. I also setup an attack action as well as the animations for that. For the second sprint I worked on getting an enemy on screen. Once that was done, I was able to define the enemies health and how much damage it does when the player collides with it. I also added rigid bodies to the enemy and character so that they properly bump into walls and other moving characters. I also setup the attacks, so the player can swing a sword at a slime until it is dead, and the slime can walk into the player until it kills the player. To add more dynamics in the combat I implemented a knockback feature for when both the player and enemy gets hit.

**Product – how I achieved those goals (Damian)**

To implement the enemy movement and collision I used a YouTube tutorial by “Chris’ Tutorials” called “Top Down Action 2D RPG Combat – Player, Slime Enemy, Damage, Physics Crash Course Unity 2022”. This is where I learned to use the “Player Input” unity package, this takes in key maps from the keyboard and is able to detect input to implement within the character script. To implement the combat and knockback I used “2D Top Down Pixel Art RPG Game Dev in Unity 2022 ~ Crash Course Tutorial for Beginners” and here is where I set a separate collider and script for the sword hit box and action itself. I also learned to change the rigid bodies set to dynamic so that they can have some extra physics and so that I can add in knockback. I also learned how to setup the colliders for the player and slimes themselves in order to implement hit detection and enemy/player death. The animations were all setup through a YouTube video called “Unity 2D – RPG Tutorial 2023 – Part 03 Character Animation” by “EPICALYX Games”. Here I learned how to setup animations in the animator and how to make them directional using blend trees.