**Progress Report**

**- Increment 3 -**

**Group #13**

# Team Members

Jack Hayes: FSU ID - jth19e GitHub ID - jiksuthejedi

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1. **Project Title and Description**

Project Title: Bounties and Blades

Description:

Bounties and Blades is our take on a turn-based, Strategy RPG which is inspired by games such as Fire Emblem and Dungeons and Dragons. In Bounties and Blades, you choose the team of heroes that you will take on your quest, going through various rooms filled with dangerous enemies and magical treasures.

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

A working game was created! The rules on the main menu were updated to reflect how the game actually works. The play button will take you to the character select screen, where you can cycle through the heroes and choose 3 for your party. When the heroes are selected, chests may spawn in with items that the player can pick up and use. Enemies also spawn on the start of the level. When a character and enemy cross, a battle will start. The player and enemy take turns attacking, with the player also having the option to heal during battle. A character that enters battle will be given certain stat boosts depending on if and what items they have equipped or used. Whatever character that loses the battle will no longer be there when the player returns to the level. After all of the enemies are defeated, a game won screen will appear. Similarly, if all of the heroes are defeated, a game over screen will be displayed.

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

The greatest challenge during this increment was getting all of the individual pieces to work together. Because we all worked on different pieces of code before this increment, we had to make modifications to our original code for everything to function properly. Another challenge was connecting the back end code to the game itself in Unity. At this point, we were all familiar enough with Unity, but there were still some walls that we would run into. For example, we implemented a simple game over screen that worked on one of our group members' local instance of the project, but when we updated the main branch and ran the code, the buttons wouldn’t seem to work. It's the multiple occasions of these little things that would slow us down in our development of the project. Other examples of change in plan/things that went wrong include: consolidating into one level, enemy AI, inventory system, complex battle system. All of these components were tested but ultimately could not be implemented due to time and knowledge constraints.

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

*Please list each individual member and their contributions to* ***each of the deliverables in this increment*** *(be as detailed as possible). In other words, describe the contribution of each team member to:*

* 1. *the* ***progress report*****-**Jack Hayes: Sections 3, 4, 6. Thomas Cano - section 3
  2. *the* ***requirements and design document*** *-* Thomas Marconi: A little on the overview and all of operating environment. Tyler Flaherty: Helped write bullets for the functional and non-functional requirements, drew the use case diagram and class diagram. Thomas Cano: Made updated Use Class Diagram and updated 7. Jack Hayes: Updated Use Case Diagram
  3. *the* ***implementation and testing document*** *-* Thomas Cano: Updated 4. Jack Hayes: Section 5
  4. *the* ***source code*** *-* Thomas Marconi: Enemy and some hero sprite models and chests. Player select screen. Tyler Flaherty: Rest of the Hero models. Jack Hayes: Merged character class with tile functionality, made items add to inventory on picking, randomly spawned items, created enemy classes and prefabs Thomas Cano: Added a Battle Scene, game over and game won screens and all the assets and scripts associated with them
  5. *the* ***video or presentation* -** Thomas Marconi, Jack Hayes, Tyler Flaherty, Thomas Cano

1. **Plans for the next increment**

Graduate with a BS in Computer Science.

1. **Link to video**

<https://youtu.be/RyRYq2pxr44> – Increment 1

<https://youtu.be/mhSZPPE0jns> – Increment 2

<https://youtu.be/XixxzJz1Jng> - Increment 3