**Progress Report**

**- Increment 1 -**

**Group #13**

# Team Members

Jack Hayes: FSU ID - jth19e GitHub ID - jiksuthejedi

Thomas Cano: FSU ID - tc19a GitHub ID - tc19a

Thomas Marconi: FSU ID - tcm19 GitHub ID - thomasmarconi

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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**

In terms of development, not much has been done as most of the time in this first increment was spent researching unity and the best approach to make our game. Recently, we have been able to start some of the game itself, with a barebones menu and creation of our character sprites. The next increment will probably be the bulk of our coding now that we are more familiar with unity and the process of making a game.

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

Had some difficulties installing and setting up Unity as well as some difficulties setting up GitHub with Unity. Merge conflicts have begun to be an issue. Unity is somewhat arcane when it comes to knowing what values need to be kept in a merge request and what can be deleted. As far as coding no issues have arisen.

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****, including the sections they wrote or contributed to*
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
  5. *the* ***video or presentation***
  6. *the* ***progress report*****-**Jack Hayes: Accomplishments and overall status, plans for next increment.. Thomas Cano: Sections 1,2, and 4
  7. *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.
  8. *the* ***implementation and testing document*** *-* Jack Hayes
  9. *the* ***source code*** *-* Jack Hayes: Starting menu placeholder. Thomas Marconi: Enemy and some hero sprite models and chests. Tyler Flaherty: Rest of the Hero models.
  10. *the* ***video or presentation* -** Thomas Marconi

1. **Plans for the next increment**

For the next increment, we hope to create a basic, functioning version of the game. While something like the combat system may not be fully fledged out, someone should be able to at least play this version of the game. This will most likely include features like: character selection, character movement, basic enemy player interactions, and the ability for a player to beat a level. Outside of the game, we also want to use the issue tracker more effectively in github in order to set goals and track progress.

1. **Link to video**

<https://youtu.be/RyRYq2pxr44>