**Progress Report**

**- Increment 2 -**

**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

Tyler Flaherty: FSU ID - tjf19d GitHub ID - TylerFL

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**

Managed to get a basic movement grid display to work, and now we are focusing on further developing the game to have movable and interactable characters with animations in said movement grid. Have also begun work on the party select screen. Other developments include fleshing out the game manager with various states for the game such as player turn and enemy turn where we will flesh out the combat. Base character class implemented. Will be updated as more features are added along with specific classes in the game as children. Character stat modifiers added and implemented in character class.

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

Difficulty in implementing game manager. The game manager is vital for the function of the game and therefore takes a lot of time to flesh out and iron out any compilation errors and even more time to iron out errors in output when discussing functional requirements.

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*****-**Thomas Cano: Sections 1-4. Jack Hayes: Last part of section 3, section 6.
  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 Case Diagram, Class Diagram, and Sequence Diagram
  3. *the* ***implementation and testing document*** *-* Thomas Cano: 3 and 4
  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: Created issues in github project, created base character class. Thomas Cano: Created Menu Manager, Unit Manager, Game Manager, Grid Manager, and Tile Classes
  5. *the* ***video or presentation* -** Thomas Marconi

1. **Plans for the next increment**

By the end of the third increment, we should have a fully functioning game . We have been picking up traction in our coding during the last few weeks of this increment and we are really starting to make progress on the game itself. While it may not be a perfectly polished, AAA game, we hope to create something that is at least enjoyable to play. With all of the code issues broken up in github, it should be easier to manage.

1. **Link to video**

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

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