

Progress Report

- Increment 2 -

Group 9

1) Team Members

- Jonathan Guzman, JG20K, 1JonathanGuzman
- Alice Bishop, AMB19T, alicebishop
- Mathew Paravila Jose, MP21S, mathewparavila-2022
- Christopher SanGiovanni, CS19N, Csangi
- Andrew Eikman, EAE19I, eae19i

2) Project Title and Description

A 2D platformer in which the player can choose from a multitude of characters. The object of the game is for the player to reach the end of the level without dying to the many obstacles and traps along the way. As the player progresses through the differently themed levels, the levels will also progress in difficulty

3) Accomplishments and overall project status during this increment

Additional characters and their skins have been implemented into the game, each existing as its own prefab. Each of these characters has different animations at slightly different frame rates to add individuality to characters.

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment

- Challenges in this increment included
 - Keeping track of all the different transitions in the animator while creating the animations for each individual character and skin, and finding out where something went wrong when one of the animations had erratic behavior (especially true now since we're working with more animations).
 - Changing to a system which has multiple different possible characters instead of one character named "Player" involved having to slightly change some scripts to reflect this change, and will involve changing more in the future.
 - Implementing more complicated player movement has been a challenge in this increment which limits us when it comes to creating more levels.

5) Team Member Contribution for this increment

- a. Progress report
 - i. Jonathan Guzman
 1. Questions 3, 4, 5
 - ii. Mathew Paravila Jose
 1. Question: 3, 5, 6
- b. Requirements and Design
 - i. Jonathan Guzman
 1. Questions 1, 2, 6, 7
 - ii. Christopher SanGiovanni
 1. Diagrams for 4 & 5 and listing of non-functional requirements

- c. Implementation and Testing
 - i. Jonathan Guzman
 - 1. Questions 2, 3, 4
 - ii. Christopher SanGiovanni
 - 1. Question 2
 - iii. Andrew Eikman
 - 1. Question 2
 - iv. Mathew Paravila Jose
 - 1. Question 3
 - v. Alice Bishop
 - 1. Question 2
- d. Source Code
 - i. Andrew Eikman
 - 1. DailyReward.cs, finalized the daily reward system backend, fixing all existing bugs in the issue tracker and tweaking the reward multiplier slightly.
 - 2. Implemented a Daily Reward GUI that appears every time a player plays the game on consecutive days and can be clicked to dismiss.
 - 3. Implemented a player balance display in the item shop that reflects the player's balance as defined in the PlayerPrefs.
 - ii. Christopher SanGiovanni
 - 1. Created Shop GUI
 - 2. Implemented new opening background (Created by Alice)
 - 3. Managed the Github and resolved merge conflicts.
 - iii. Mathew Paravila Jose
 - 1. Player Movement, wrote the code for wall jumping and wall sliding in PlayerMovement.cs script.
 - iv. Jonathan Guzman
 - 1. Edited the PlayerMovement and StickyPlatform scripts to reflect the changes made to the character system
 - 2. Commented out buggy features for testing of animations
 - v. Alice Bishop
 - 1. Created different skins for each of the characters we are planning to implement.
- e. Video
 - i. Jonathan Guzman
 - 1. Helped narrate video
 - ii. Andrew Eikman
 - 1. Prepared and narrated main menu/daily rewards GUI demonstration
 - iii. Christopher SanGiovanni
 - 1. Recorded video
 - 2. Ran through Demo of implementations.
 - iv. Mathew Paravila Jose
 - 1. Helped to narrate the video.

6) Plans for the next increment

Jonathan Guzman: Planning to finish fixing all animation and PlayerLife related bugs such as the existing ones for the player's death.

Mathew Paravila Jose: Planning to implement more complicated player movements which will help in creating more sophisticated level designs.

Christopher SanGiovanni: Add a player selection menu when the user wants to play a level. Create an animated background for the opening UI. Implement new character with destructible environment ability

Andrew Eikman: Planning to possibly implement other types of rewards into the daily rewards system. After this is finalized I will begin working on the terrain in physics for future levels of the game. I also may assist with implementing new types of player movements.

7) **Link to video**

Increment 1 Video link: https://youtu.be/PLfEvtp_MBg

Increment 1 Video link: <https://youtu.be/7AquejCEHEs>