Progress Report
- Increment 1 -
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

The base for the game was created, with tilemaps for the terrain, with textures applied to them. There is also a functioning character that can move left and right, as well as jump. The character is also capable of picking up items and dying when colliding with a trap object, and animations for all of these states have been created. Two levels have been designed thus far, as well as a UI for the player to navigate through the different levels and characters in the game, as well as a shop.

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

- Challenges in this increment included
    - Adjusting the movement and animation to make sure gameplay felt and looked as natural as possible. Simply getting a working animation and movement script did not mean that it immediately felt fun and natural to play.\
    - Implementing more complicated player movement has been a challenge in this increment which limits us when it comes to creating more levels.
    - Having to reduce scope for certain features such as including healing items
        - This happened because we had to realize the implications that healing items would have such as needing to implement the following items
            - Damage animations
            - Damage logic
            - Hitpoint system
            - Enemies that do different amounts of damage
            - Healing system
    - Having to learn how to use the animator in Unity for the first time.

5) Team Member Contribution for this increment

a. Progress report
  i. Jonathan Guzman
    1. Questions 2, 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 1, 2, 3, 4, 5
  - 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, calculates time since the player's last login, the player's login streak, and rewards coins accordingly.
    - 2. Stores time since last login and number of consecutive days logged in to PlayerPref, this data will be used moving forward for other features in the game.
  - ii. Christopher SanGiovanni
    - 1. Opening Scene GUI
    - 2. Reorganizing built settings to make the program rounded rather than linear
    - 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. Player Movement, wrote the PlayerMovement.cs script except wall jumping logic
    - 2. Level design, used tilemaps to design levels 1 and 2
    - 3. Player life, item, and camera control logic in PlayerLife.cs, CameraController.cs, and ItemCollector.cs
    - 4. Contributed to level completion logic by writing Finish.cs
    - 5. Used asset images to create animations for running, idle, jumping, falling, dying, flag finishing, and the rotating saw.
    - 6. Created WaypointFollower.cs and StickyPlatform.cs to implement moving platforms and traps.
  - 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. Helped prepare console demonstration and narrate video
        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 implement animations for all other characters, and help with implementing the character selection with different playstyles.

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

Christopher SanGiovanni: Planning to fully implement shop UI so players can use their hard earned coins. 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 implement a pop-up UI for the daily rewards system and possibly improve the types of rewards that are available. Once this feature is complete will move on to implementing and maintaining other features.

7) Link to video
*Video link:*https://youtu.be/PLfEvtp_MBg