

Progress Report

- Increment 3 -

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

More levels were created for the game. The pause menu was implemented for each level. There is now a character customization menu that allows you to pick which character skin you would like your player to have. In-game shop was created, but ended up not being used.

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

Challenges for this increment included:

- figuring out how to make sure choosing different skins did not mess with the camera for each level
- When doing the final build, the character would not show up on the screen even when one was selected in the character customization menu.

5) Team Member Contribution for this increment

- a) Progress Report
 - i) Alice Bishop
(1) Questions: 3,4,5
- b) Requirements and Design
 - i) Jonathan Guzman
(1) Questions 1,2,6,7
 - ii) Christopher SanGiovanni
(1) Diagrams for 4 and 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) Helped to finalize the backend character switching logic
 - ii) Christopher SanGiovanni
 - (1) Created a game level
 - (2) Created the final build
 - (3) Managed github and resolved merge conflicts
 - iii) Jonathan Guzman
 - (1) Created a level for the game
 - (2) implemented the character customization menu and the changing of character skins
 - iv) Alice Bishop
 - (1) Created the pause menus for each level
 - (2) created a level for the game
- e) Video

6) Plans for the next increment

N/A

7) Link to video

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

Increment 2 Video link: <https://youtu.be/7AquejCEHEs>

Increment 3 Video link: <https://youtu.be/dLgwuSqSAZg>