**Progress Report**

**- Increment 1 -**

**Group #7**

1. **Team Members**

* Jake Nilsson - JAN21F - JakeNilsson
* Estefano Cuna - EC20H - Estefano-Cuna
* Patrick Canady - PC21 - peejerator
* Suyeol Ji - SJ17C - suyoori
* Brian Morales - BM20O - Brian-Mor

1. **Project Title and Description**

“Tempo Toss” - A 2D physics-based rhythm game that plays similarly to Fruit Ninja but requires relatively precise timing as well as accuracy for hitting the actual notes. There should be 3-5 playable songs with varying difficulty, which naturally brings level selection.

1. **Accomplishments and overall project status during this increment**

* We designed the initial drafts of the screens we wanted and created wireframes through several revisions. With these, we started to create the game's UI.
* We accomplished block spawning and despawning, menu screens that properly trigger other screens, and block interactions/slicing

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

* None of our team were familiar with using Unity before this project, so we needed to get familiar with the programming and interface required. To do this, we followed a couple tutorials and made sample projects for some experience. We also initially had difficulties with uploading our project files to GitHub. At first we tried settling for Unity Version Control, but this didn’t work since nobody that was added to the project could actually access or edit it. So to upload the files to GitHub, we needed to use GitHub Large File Storage and fine-tune the gitignore file to fit around Unity’s generated files.
* We strayed from the initial concept of using swinging-stick-like physics for the gameplay, since the programming involved to pull this off would likely be too difficult to implement and may go over the time allotted for this assignment. Instead, we used a more fruit-ninja-like approach to slicing and tossing the notes, and decided on having multiple ‘instrument’ bars for added challenge and gameplay dynamics.

1. **Team Member Contribution for this increment**

* Jake Nilsson -
  + Progress Report - Wrote the *Challenges, changes in plan and scope…* bullet points
  + Requirements and Design Document - Wrote in the *Functional Requirements* section and designed the *Class Diagram and/or Sequence Diagrams*
  + Implementing and Testing Documents - Contributed one point to both the *Programming Language* and *Platforms…* sections.
  + Source Code - Implemented the wireframes and navigation laid out by Suyeol. Edited the UI design slightly, specifically in the game screen with the addition of the “perfect” bar within the larger segment bar.
  + Video - Discussed the functionality that we will implement in increment 2 of Tempo Toss, including the menu buttons, note standardization, music syncing, and mapping plans.
* Estefano Cuna -
  + Progress Report - Wrote *Project Title and Description* section and contributed to *Accomplishments…* section
  + Requirements and Design Document - Contributed to the *Operating Environment* and *Functional Requirements* sections
  + Implementing and Testing Documents - Contributed to *Platforms…* section
  + Source Code - No contribution to source code yet, only a couple features implemented
  + Video - Performed demo showing the menus, game screen, and note spawning/slicing
* Patrick Canady -
  + Progress Report - Contributed the *Plans for the Next Increment* and *Link to video* sections. Also contributed to the *Team Members* and *Team Member Contribution for this increment* sections.
  + Requirements and Design Document - Contributed the *Non-functional Requirements* and *Operating Environment* sections.
  + Implementation and testing Document - Contributed to the *Programming Languages* section.
  + The Source Code - Designed and Implemented the note spawning, slicing, and combo counting mechanics for the game.
  + The video - Talked about the state of the project and what we accomplished during increment 1. Also compiled each of the separate videos into a singular video, which was then uploaded to YouTube.
* Suyeol Ji - Designed the wireframe for the UIs by using the UML Diagrams tool (https://app.diagrams.net/) and explained a general overview of the project in project video. Put information about “Overview and Assumptions and Dependencies” in the RD Document. Also, I have written the first bullet point of the third section in the Progress Report document.
* Brian Morales - Use Case Diagram in Software Requirements and Design Document, section 2 third bullet in Software Implementation and Testing Document, part d.) in project video

1. **Plans for the next increment**

For the next increment, we would like to add music to the background of the gameplay, add a check (and modify combo) for on-time and perfect slices, modify the settings menu so that the song and sfx volume options actually modify the volume of the songs and sfx, add a way to map note launches to the rhythm of a song, implement the map(s) for one or two songs, and if we decide to map two songs, implement a level selector menu.

1. **Link to video**

<https://youtu.be/B3aYRqJEu_4>