**Progress Report**

**- Increment 2 -**

**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**

* Added a level selection screen.
* Fixed a bug where notes would despawn while the game was paused.
* Fixed a bug where notes would despawn before reaching the bottom of the screen if their velocity became close to zero.
* Fixed a bug where notes could be sliced anywhere on screen instead of its respective bar.
* Fixed a bug where the music volume option sliders did not persistently store the volume.
* Added the ability to play music during a level.
* Added a music visualizer to the level screen.

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

* Challenges with pulling updated project files from Github, as certain files would get corrupted in the download. Some were able to solve this problem by removing .meta files such that Unity would regenerate functional ones, although it hasn’t been proven yet to solve all issues related to corrupting files.
* Certain tasks were completed by multiple people by mistake.

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

* Jake Nilsson -
  + Progress Report - Contributed to a point made in *Challenges, changes in the plan and scope…*
  + Requirements and Design Document - Nothing contributed in this increment.
  + Implementing and Testing Documents - Contributed multiple bullet points to the *Execution-Based Functional Testing* section.
  + Source Code - Nothing contributed in this increment.
  + Video - Discussed the functionality that we will implement in increment 3 of Tempo Toss, including added sfx, perfect slicing checks, mapping tools, music sync, and level creation.
* 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 and *Execution-based non-functional requirements* section
  + Source Code - No contribution to source code yet, only a few features implemented
  + Video - Performed demo showing the menus, game screen, and note spawning/slicing
* Patrick Canady -
  + Progress Report - Contributed to the *Accomplishments and overall project status during this increment*, *Plans for the next increment,* and *Link to video* sections.
  + Requirements and Design Document - Contributed to the *Overview* and *Functional Requirements* section.
  + Implementation and testing Document - Contributed the *Non-Execution-based Testing* section.
  + The Source Code - Designed and Implemented the level selection screen, a possible audio visualizer, a mechanism to play music during a level, and the functionality of the volume sliders to change the volume of the music. Also fixed a bug where the song volume sliders’ options were not persistent, a bug where notes would despawn before reaching the bottom of the screen, and a bug where notes would despawn while the game is paused.
  + The video - Talked about the state of the project and what we accomplished during increment 2. Also compiled each of the separate videos into a singular video, which was then uploaded to YouTube.
* Suyeol Ji
  + Progress Report - 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. Also, I have written the first bullet point of the third section.(Same as increment 1)
  + Requirements and Design Document - Same information as increment 1.
  + Implementing and Design Document - Contributed the last bullet on “Execution-based Functional Testing” & “Execution-based Non-Functional Testing”.
  + The Source Code - No contribution at this increment.
  + The Video - Talking about a general overview of the project. (Same as the increment 1)
* Brian Morales -
  + Progress Report - Contributed to sections 3, 4, and 6 of the report as well as part d of the video.
  + Requirements and Design Document - This document stayed the same this increment.
  + Implementing and Testing Documents - Contributed to sections 3 and 4 of the IT documents.
  + Source Code - Designed an audio visualizer, merged it with the other one that was created, fixed the bug where notes were able to be sliced anywhere, and began working on the scoring system.
  + Video - described any changes to the scope of the project and what was accomplished during this increment.

1. **Plans for the next increment**

* For the next increment, we would like to add a check (and modify combo) for perfect slices, add sound effects (sfx), modify the settings menu so that the sfx volume options actually modify the volume of the sfx, add a way to map note launches to the rhythm of a song, implement the map(s) for one or two songs, creating a scoring system.

1. **Link to video**

* https://youtu.be/jajBEelocck