**Progress Report**

**- Increment 1 -**

**Group #2**

1. Team Members

Zachary Ortiz – zoo22b – 179611177

Rafe Ewert – rwe21 – 179772810

Joe Sahl - jms21u– 104333149

1. **Project Title and Description**

Our project is called New New New Not-So-Super Mario Bros, and it is a recreation of the first Super Mario Bros game from the NES. (Z)

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

Currently, we have Mario’s movements and player controls mostly down. He is capable of running, walking, and jumping. (Z)

Enemies are currently capable of spawning, movement, and death. Once the player system and enemy system are merged, interactions between players and enemies will be added. (J)

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

One of the largest challenges we have faced so far is understanding how to use Godot, as none of us are familiar with the game engine. Another issue that Zach has dealt with is the coding of Mario’s movements. Unlike previously stated, he has had to change the language he is writing in, as Godot does not seem to support C++, and has instead had to write in the game engine’s own language, GDScript. (Z)

Additionally, C# support for Godot is only available on a separate version of the game engine. Since level design and player behavior are being developed on the engine that does not support C#, and C++ is not natively supported within the engine, Joe also decided to use GDScript. While it is certainly possible to combine assets developed on the two different engine versions, we wanted to avoid any extra work involved in combining C# assets and assets developed using GDScript in order to avoid any delays to the project. (J)

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

Zachary Ortiz:

* Wrote all of the code for Mario/The Player and put together Mario’s animations using a sprite sheet.
* For the progress report, RD document, and IT document, every section ending with the initial Z is what he wrote.
* Created the use case diagram for the progress report.
* Contributed to the Iteration One video.

Rafe Ewert:

* Wrote the code for the question blocks.
* Designed the first level.
* Contributed to the progress report, iteration 1 video, and RD document. Signed with the initial R.

Joe Sahl:

* Wrote the code for enemy behavior in the overworld, including enemy movement and death behavior.
* Contributed to progress report, RD, and IT documents as well as iteration 1 video. Signed with the initial J.

1. **Plans for the next increment**

We are planning on connecting each section of the game we have been working on separately in the next increment and fixing any bugs that may come up when doing so. (Z)

Once each section of the game is combined, Joe will be able to begin developing the interactions between the player and the enemies. Additionally, enemy behavior for different levels will be able to be added. (J)

In the next increment, the other levels will be created, and all levels will be fully decorated. (R)

1. **Stakeholder Communication**

Hello,

I hope this message finds you well. I am happy to inform you that the first implementation of Not So Super Mario Bros has been completed and is ready for you to review. The layout of the first level has been completed, as well as the movement of the player character and enemies. We would like your feedback at this time. Although this is the first implementation, it is still useful for you to provide any feedback. Attached below is a link for you to test and review the game. We look forward to any ideas or improvements you may have.

Sincerely,

Rafe Ewert of the Development Team

1. **Link to video**

https://youtu.be/\_bFWr6XB4DA