**Progress Report**

**- Increment 2 -**

**Group #2**

# Team Members

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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**

Mario has proper states for “small, big, and fire” and can now interact with goombas, via taking damage and attacking them, and shoot fireballs in his “fire” state. He can now use mushrooms, fire flowers, and coins. He can also now die when falling off a level or when taking damage in his “small” state. The level also now properly resets upon death. (Z)

Second Level has been completed and added to the GitHub Repository. This level includes new sprites and moving platforms. The level has been slightly altered from the original Mario game to better fit project requirements. (R)

Enemies and their behavior are functionally complete, and Bowser will be completed during the next increment. I am alslo working on connecting all parts to have a playable first level. This will make creating the next two levels a matter of rearranging and retexturing. (J)

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

I had issues with Mario’s fireball collision with the ground, and I managed to get it working somewhat with raycacts, but this is only a temporary solution. His death behavior is broken for his “big” and “fire” states, and I was not able to fix it in time for this increment. (Z)

I was not able to implement a transition between the two levels as I had hoped. I also struggled with making a constant generation of moving platforms within the second level. (R)

I have had issues fixing dependencies when moving parts of the project into the same branch, but I am nearly finished resolving these and hope to have this completed early in the next iteration. (J)

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

Zachary Ortiz:

* For the progress report, RD document, and IT document, every section ending with the initial Z is what he wrote. Also contributed to the Increment Two video.
* Wrote all of the code for Mario, the kill barrier, the power ups and coins, and some of the code for the enemies. Specifically, for the enemies, the collisions and their behavior with Mario.
* Made the use case diagram and adjoining textual description for the progress report.
* Made the class diagram and the "Player Controls Mario” sequence diagram for the progress report.

Joe Sahl:

* Contributed to progress report, RD, and IT documents as well as iteration 2 video. Signed with the initial J.
* Combining all three parts into the same branch, so that functionality between parts can be tested. This includes resolving dependency issues and reorganizing certain structures.
* Completed base enemy movement and behavior, and began working on Bowser.
* Made a sequence diagram of enemy behavior for the progress report.

Rafe Ewert:

* Contributed to the progress report, iteration 2 video, and RD document. Signed with the initial R.
* Made one of the sequence diagram for the progress report.

1. **Plans for the next increment**

I plan on finishing Mario’s collision with enemies, such as koopas, Bowser, and the level three obstacles, along with giving him proper ending scenes for completing a level. I also plan on fixing the fireball’s collision and Mario’s death behavior. I also want to add proper behavior between Mario and the flagpole at the end of the first two levels and the axe in the final level, along with his behavior with blocks that he can hit for power ups, coins or destroy. (Z)

I plan on finishing the third and final level for the project. I also plan on adding the transitions between the three levels. I also intend on fixing some of the minor sprite issues and add the infinite platforms within the second level. (R)

I plan on making sure all dependencies are resolved when combining all three parts so that the overall first level can be tested. This way, levels 2 and 3 will only be a matter of rearranging blocks, textures, and adding Bowser. I also plan on making some minor adjustments to enemy behavior if I have time, but for now they are complete. (J)

1. **Stakeholder Communication**

Hello,

I hope this message finds you well. I am happy to inform you that the second implementation of Not So Super Mario Bros has been completed and is ready for your review and feedback. The layout of the first two levels has been completed, as well as the movement of the player character and enemies. The animations of the player character and enemies as well as the interactions between the player character and enemies have also been added. We would like your feedback at this time. Attached below is a link for you to test and review the game. Please provide any feedback you deem necessary as this is crucial to the development process. 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/z5xb5adI0mo](https://youtu.be/z5xb5adI0mo" \t "_blank)