**Progress Report**

**- Increment 3 -**

**Group #2**

# Team Members

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Joe Sahl – rwe21 - 179772810

Rafe Ewert – 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**

Mario is able to hit item blocks and spawn powerups or coins from them depending on what type of item block it is. Upon touching a flagpole, the next level will load, and Mario will be able to continue on as normal. (Z)

The game worked as intended when I tested the final product. I have successfully combined each group members’ part into one fully functional game, fixing any bugs in the process. I have also added Bowser to the final level as a “boss fight”. (J)

I completed the design of the final level as well as added the working powerbocks throughout all three levels. (R)

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

I continued to have trouble with Mario’s fireballs, and so we decided to just make it an “ethereal fireball” that can go through objects. I also had issues with changing scenes once Mario hit a flagpole but eventually got it to work by separating the code for each flagpole. (Z)

I had trouble combing all three levels. There were differences between all three, like the size of one block, that made it difficult. For example, levels 2 and 3 were much “smaller” in terms of pixel size than level 1, so when importing Mario he was 3-4 times bigger than the entire level. Shrinking Mario or growing the level led to many issues in speed or collisions that had to be fixed. These issues had to be fixed for every asset in the game. (J)

I created the final level but struggled with the textures of blocks used to get a consistent background color. (R)

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 and also contributed to the Increment Three video.
* Wrote all of the code for Mario, the individual flagpole scripts, and finished the code for the item blocks that allowed items to spawn upon Mario hitting them from below.
* Made the use case diagram and adjoining textual description for the RD document.
* Made the updated class diagram and the "Player Controls Mario” sequence diagram for the RD document.

Rafe Ewert

* Contributed to the progress report, iteration 3 video, and RD document. Signed with the initial R.
* Made one of the sequence diagrams for the progress report.
* Developed the initial code to make the coin blocks.

Joe Sahl

* Contributed to progress report, RD, and IT documents as well as iteration 3 video. Signed with the initial J.
* Wrote the code for Mario that involved interactions with Bowser.
* Made a sequence diagram of enemy behavior for the progress report.
* Combined and added the transitions between all 3 levels, fixing any bugs in the process.
* Added the UI that tracks points and coins, and also displays win and death screens.
* Worked with Rafe and Zach to develop the code for the coin blocks.

1. **Plans for the next increment**

EMPTY FOR THE THIRD INCREMENT

1. **Stakeholder Communication**

Hello,

I hope this email finds you well. I am pleased to announce that the “New New New Not-So-Super Mario Bros” game has been completed as of Friday, December 13, 2024. All aspects are complete, and the game is playable from start to finish. All three levels and their transitions, a wide variety of enemies including a final boss, and the classic playable character of Mario with powerups are complete and ready to immerse players in the classic Mario experience. This project represents the cumulative efforts of all our team members and the crucial feedback you have provided. This project would not have been possible without your support. Thank you for being a part of this journey with us. If you have any questions or concerns, please feel free to reach out and our team will be happy to help you.

Thank you,

Rafe Ewert of the Development Team

1. **Link to video**

*https://youtu.be/Lpw9CVFMyJ4*