Progress report (at least 6 pages, font size 12pt, single-spaced, 1” margins) consisting at least the following content:

- Software architecture of the game

-level 1, 2, and 3. (talk about design and how the artist went about creating the level)

- Features that have been implemented (you can include at most one screenshot of your game prototype)

Features that have been implemented include a temporary animated 3D model with a player movement script which allows the player to move the character via the keyboard’s wasd keys. This script contains a pivot object which is utilized by a camera controller script which gives the player the ability to rotate around the main character and view the world around them. This camera controller script also allows the player to turn using the mouse. This temporary 3D model was originally imported into the game to make sure this movement and camera controller scripts worked properly with the unity animator. Currently only the idle and run animations are currently being used. Once the main character model is made and rigged it will then be replaced with the new animations.

- Explain each group member’s contribution

Michael Gee, group leader. Manages the group and makes sure tasks and goals are completed on time. Implemented character movement, imported the 3D model, animated the model, and implemented the camera controller script into the game.

Leopold Frilot, programmer and documenter. Set up the forest scene, “level one”, and implemented several scripts for the initial set up of the forest. This includes the game loop, light adjustment for the sun, player data and save script, scene switch, and UI updater.

* Angel Martinez ….
* Bram Metz ….
* Courtland Crouchet ….

- Future plans

Future plans include expanding the game into more than three levels, adding new bosses, items, and quest that Pablo can go on. A possible hard mode will be implemented which players can beat on a shorter time crunch. When the player beats hard mode, they will unlock access to special developer weapons which will have different effects on enemies. An example of this would be a weapon that allows Pablo to one shot enemies to make replaying the game a fun experience for players who have already beat it.