Progress Report

- Increment 2 -

Group #15

1) **Team Members**

- Brian Friedlander, bdf20, Bdf20
- Cooper Parmett, cmp20a, Cooperparmett
- Madison Dail, mrd20a, MadisonDail & OtterWolves (note: OtterWolves is when pushing from vscode)
- Chelsea Wang, cw20b, FloatingStory
- Richard Simpson, rjs19c, razskull

2) **Project Title and Description**

Title: Florida State Pokeversity

Description: A 2D pokemon-like game with a mix of functionalities from different pokemon games using the FSU campus as the map. Game will include typical turn-based battles, exploration of a map, catching pokemon, and farming berries.

3) **Accomplishments and overall project status during this increment**

- Progressed on the Battle Feature by adding stat changes and status effects
- Added more variables for the Pokemon class in order for stat changes to work properly
- Added many moves to the move pool
- Menu screen now properly formatted, no errors when clicking quit game.
- Map screen updates
- Map blocks now function as sufficient borders
- Generalized dialog and NPC class
- Added dialog options
- Added trainer facing detection for player
- Added sprites and backgrounds to make game more visually appealing
- Added database to the battle mode

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

It was challenging to find a lot of time to work on the project due to a lot of other classes having work due right after Spring Break ended. We may have planned for our project to be larger than we will actually be able to due to not having as much time as we thought we would. Something that went wrong for the battle features was having to adjust the Pokemon class to allow for stat changes to be applied. Another challenge faced working on the battle feature was the calculations involved with the stat changes. Initially I thought it was a fixed amount added or decreased every time a stat was changed but there is a whole formula I am having trouble implementing into the code. It was challenging to scale the customized dialog box and dialog options when applicable as there is not a builtin system for it in pygame.

We decided to remove the farming aspect and the online aspect, since there seems to be no time to implement that. We will add if time allows, but for now that is no longer a primary goal.

5) **Team Member Contribution for this increment**

Brian Friedlander:

Progress Report: Contributed to Accomplishments for this increment, Challenges during this increment and, Plans for the next increment

Requirements and Design Document: Assisted in Sequence Diagram, Class Diagram, and Use Case Diagram textual descriptions

Implementation and Testing Document: No changes since last increment

Source Code: Added to the battle features by implementing new moves, adding secondary effects to moves, speed and priority checks, and start working on stat changes

Video Presentation: Showed Battling Feature Code

Madison Dail:

Progress Report: Contributed to Accomplishments for this increment, Challenges during this increment, Plans for the next increment

Requirements and Design Document: Functional Requirements

Implementation and Testing Document: No changes since last increment.

Source Code: Added to the menu features, assisted on not being able to go through blocks, map now changes screens.

Video Presentation: Showcased menu, map changing, and player not going through blocks.

Chelsea Wang:

Progress report: Accomplishments during increment, challenges and changes in plan, plans for next increment.

Requirements and design document: Assumptions and dependencies, Functional requirements, Non-Functional requirements, Use Case Textual Descriptions, Use Case Diagram, Class Diagram, and Sequence Diagram.

Implementation and testing document: No changes since last increment

Source code: Entity class development, player movement, and trainer/nurse/npc encounter and dialog class.

Video: Explain what I did, demo of code, and plans for next increment

Cooper Parmett:

Progress report: Plans for next increment, accomplishments

Requirements and design document: Overview, functional requirements, non functional requirements, operating environment, textual descriptions of use case diagram.

Implementation and testing document: functional testing

Source code: Edited movement, fixed borders so they act functionally as walls, Ground class, Spritesheet class, Block class, imported sprites.

Video/presentation: Showing sprites and borders. Spritesheet class and Ground class

Richard Simpson:

Progress report: Accomplishments during increment, plans for next increment

Requirements and design document: Class and sequence diagrams

Implementation and testing document: Database used

Source code: Database creation and management

Video/presentation: Showed off database implementation plan. Plans for next iteration

6) **Plans for the next increment**

Finished Battling Feature

Add tall grass

Add NPCs

Finished Catching Feature

Add leveling up and evolution

Add more Pokemon and Moves

Finish Items

Finish Load Screen

Create and finish pause screen

Full Map

Finished Sprites

Implement database to store save state

Add appropriate actions when selecting dialog option

Add screen change when a battle is started/ended

Fully implement database to the rest of the game

7) **Link to video**
https://www.youtube.com/watch?v=qSwB0jTquhw