**Progress Report**

**- Increment 3 -**

**Group #15**

# 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

1. **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, along with encountering and catching pokemon.

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

* Added certain functionalities triggered(heal pokemon, leave dialog, battle trainer) depending on option selected in dialog.
* Added more sprites and map areas to be traveled to.
* Trainer NPCs can be conversed with and battled.
* Generalized dialog to allow for a variety of dialog paths depending on object\_type(Nurse or NPC) passed into Dialog at initialization.
* Allow certain dialog options to trigger different functionalities such as healing all pokemon in the player’s team and accepting a battle from a trainer.
* Added collision detection to NPCs.
* Add a randomized length between 1-6 of random pokemon in a Trainer’s party used to battle the player.
* Added randomized number to choose which pokemon to battle
* Added randomized number to encounter a pokemon
* Made it so players can’t run from a trainer battle or catch pokemon from a trainer’s party
* Added the evolution of pokemon based on their experience gained in battle
* Added the functionality to make wild pokemon appear and the ability to catch those pokemon and run away from them as well
* Added all 151 pokemon from the first generation games (except ditto)
* Fixed many bugs present in the battling functionality

Where the project stands is within our expectations, with main and vital functionalities developed so that the user can experience a more relaxed version of pokemon(ex. Trainer battles can be refused). We developed the features of exploring, battling, catching pokemon, and menu screens. Other features we planned to add in our proposal would help add to the experience but the vital features of the game have been implemented to allow the user a similar experience to pokemon.

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

* 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 was that it took the whole team to come together so we could finally merge all of our logic together. It was challenging as additional variables and functions had to be added to allow for the game to run with everyone’s contribution.
* We decided to remove our database because our game is functional without it.
* We decided to remove the farming aspect and the online aspect, since there seems to be no time to implement that and those aspects did not take away from the main components of the game.
* One thing that went wrong is that depending on the device, the experience of the game running may vary.
* We had to remove the abilities from pokemon and some secondary effects of moves such as health absorbing moves because they were too difficult to implement in time

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

**Brian Friedlander:**

**Progress Report: Contributed to accomplishments and Challenges,**

**Requirements and Design Document: Contributed to Use Case Diagram & functional requirements**

**Implementation and Testing Document: N/A**

**Source Code: Implemented the battle features and all moves in the game**

**Video Presentation: Recorded the presentation**

**Madison Dail:**

**Progress Report:** Accomplishments during increment, Accomplishments and overall project status during this increment

**Requirements and Design Document:** Functional requirements, Overview

**Implementation and Testing Document:** Execution based functional testing

**Source Code:** Battle screen and pokemon choosing screen. Merged battle capabilities with battle screen. Added to all the pokemon (pokedex.py). Helped with map capabilities and transitioning from battle to game, menu to choose pokemon, choose pokemon to game screen. Run capabilities from battles.

**Video Presentation:** N/a

**Chelsea Wang:**

**Progress Report:** Accomplishments during increment, challenges and changes in plan

**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:** Execution-based Functional Testing

**Source Code:** Dialog and dialog triggers for different dialog paths for different NPCs. NPC(Trainer and Nurse), Entity, and Player logic. Contributed to game.py for how the entity items are rendered onto the map, how NPC’s know if the player triggers some dialog event from that NPC and to start dialog display and persist the display until the user clicks.

**Video Presentation:** N/A, helped review

**Cooper Parmett:**

**Progress Report:** Accomplishments and challenges/changes.

**Requirements and Design Document:** use-case textual descriptions, overview, functional requirements.

**Implementation and Testing Document:** Execution-based functional testing

**Source Code:** Multiple classes in Player.py that print walls or images, character-based sprite generation in game.py, tilemap development, tilemap logic in player.py, pokemon attack sets in pokedex.py, additional sprites.

**Video Presentation:** N/A

**Richard Simpson:**

**Progress Report:** Accomplishments during increment, challenges

**Requirements and Design Document:** Class and sequence diagrams

**Implementation and Testing Document:** Non-execution based testing

**Source Code:** Pokedex and move sets

**Video Presentation:** N/A, helped review

1. **Plans for the next increment**

Not applicable, this is the last increment.

1. **Link to video**

<https://youtu.be/BNReIj8xKKo>