

# **Progress Report**

**- Increment 2 -**

**Group #10**

## **1) Team Members**

Reece Gabbett - rmg19 - #81770210-reecegabbett

Ryan Beck - rjb17f - Rjb99

Parker Stone - pjs19h - ParkerJStone

Timur Bickbau - tb18b - Timur726

Marcos Sivira - mds19a - Maramarcos

## **2) Project Title and Description**

Project Title: The Tale of Lank

Project Description: The Tale of Lank is a classic Legend of Zelda style game; it is a top-down 2D RPG game where the player goes through an overworld. The player can explore the world around him fighting enemies, collecting items, discovering new places, etc. The player can also go through various dungeons in which they will have to solve various puzzles, fight enemies, collect weapons, and defeat the boss at the end of each dungeon. The game also allows the player to acquire currency and spend it in stores.

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

- a) Redesigned the tileset data structure for easier use.
- b) Created basic map and tile info editor.
- c) Began to develop rough designs of dungeons using the custom tile info editor.
- d) Implemented a working health system with heart sprites.
- e) Implemented basic enemy functionality that can work on its own and can be built on.

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

- a) Prior tileset data structure was a pain to work with. Time had to be spent on rewriting; its current structure is significantly easier and faster to work with. It no longer requires setting data in code.
- b) Designing the UI for the MapEditor took longer than expected due to unfamiliarity with Unity. The UI still breaks with any resolution other than 16:9.

## 5) Team Member Contribution for this increment

- Reece Gabbett
  - Progress report work:
    - Wrote the Project Title and Description
    - Added to Accomplishments and Challenges
  - Requirements and design work:
    - Edited the Overview and Functional Requirements
  - Implementation and testing document work:
    - Proofread
  - Source code work:
    - Began designing the levels using the MapEditorUI
  - video/presentation work:
    - Completed entire video
- Ryan Beck
  - Progress report work:
    - proofread
  - Requirements and design work:
    - proofread
  - Implementation and testing document work:
    - proofread
  - Source code work:
    - Added heart sprites
    - Removed old unused code
    - Added hitboxes to Lank's attacks
  - video/presentation work:
    - none
- Parker Stone
  - Progress report work:
    - Partially worked on challenges and accomplishments
  - Requirements and design work:
    - Case Diagram
    - Class Diagram
    - Added some function requirements
  - Implementation and testing document work:
    -
  - Source code work:
    - Rewrote tileset logic to support additional functionality
    - Created MapEditor UI
    - Created MapEditor Functionality
  - video/presentation work:
    -
- Timur Bickbau

- Progress report work:
  - Part 6 (plans for next increment) and proofreading
- Requirements and design work:
  - Every part except parts 4 and 5 (diagrams)
- Implementation and testing document work:
  - Every part
- Source code work:
  - Implemented health system
- video/presentation work:
  - N/A
- Marcos Sivira
  - Progress report work:
    - Enemy implementation paragraph
  - Requirements and design work:
    - Enemy implementation paragraph
  - Implementation and testing document work:
    - Enemy implementation paragraph
  - Source code work:
    - Implemented enemies
  - video/presentation work:
    - N/A

## 6) Plans for the next increment

Throughout the next increment, we will be finalizing development of the player system and the combat system (which will include the implementation of new enemies and items), and developing the overworld and dungeons using the map editor that was created during this iteration. We will also attempt to implement an inventory system and saving functionality. An in-game economy and currency system is also possible, but that is of the lowest priority.

## 7) Link to video

[https://www.youtube.com/watch?v=k8i4PehacRs&ab\\_channel=Reece](https://www.youtube.com/watch?v=k8i4PehacRs&ab_channel=Reece)