

# **Progress Report**

**- Increment 3 -**

**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**

We have successfully completed all of our higher-priority functional requirements throughout this iteration, as well as most of the other requirements that we had laid down in earlier planning stages. The project has reached a point that is satisfactory enough to be considered complete. Arrows were added to the game. These arrows are able to be fired in 8 directions, allowing for more movement and control than in the original 4 way zelda. Signs were also added which the player can use to get some quick tips. The health system was completed in earnest allowing for a player to finally lose the game when they run out of hearts. A switch puzzle was added which utilises all the combat options. The map editor was not initially expected to become a major feature, but the map editor ended up being one of the more time consuming aspects of the project. It has a wide range of utility and makes it very easy to design the maps. Music was added to make the game feel more calm, and a pause menu was implemented to allow the player to pause if they need a quick break.

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

Time constraints forced us to abandon some initial goals, such as the in-game economy, which was to include a currency system and shops. We also could not fully implement pots. Fortunately, these goals were of low priority and did not impact the playability and quality of the final state of the game.

MapEditor took more time than intended throughout every iteration which caused other features to be cut. Designing the unity objects to work with the map editor and its data structure took a lot of time, however the time to make the map editor was worth it because it greatly reduced the time needed to modify maps and tileset data.

GitHub proved to be very inconsistent for us sometimes, with the GitHub app often not recognizing changes and interfering pushes often causing problems. The code for hearts dropped by enemies simply was not recognized by the GitHub app, so I (Timur) had to walk someone else through implementing all of my code so they could push it from their end.

Well, we had bosses and more enemy placements at one point but the code disappeared and was overwritten by the then-current version when pushing. No idea what happened there.

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

- Reece Gabbett
  - Progress report work:
    - Filled out my information
    - Proofread
  - Requirements and design work:
    - Filled out requirements that I implemented
    - Proofread
  - Implementation and testing document work:
    - Added playtesting work
    - Proofread
  - Source code work:
    - Created bosses
  - video/presentation work:
    - Playtested game in video
    - Went over implementations during video
- Ryan Beck
  - Progress report work:
    - Filled out my information
    - Added accomplishments
  - Requirements and design work:
    - Use-case diagram
  - Implementation and testing document work:
    - #3 added execution function test for arrows
  - Source code work:

- Added Camera Tracking
    - Reworked health system to use signals to take damage
    - Added Arrows
    - Adjusted collision matrix
    - Added Game Over
  - video/presentation work:
    - N/A
- Parker Stone
  - Progress report work:
    - Filled out some of part 2, 3, 4, and 5. A lot of part 1.
  - Requirements and design work:
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  - Implementation and testing document work:
    - Filled out small part of part 2
  - Source code work:
    - Switch for Dungeon #1, Signs for reading, 50% of dungeon 1 design. 99% of overworld design, minimap, player warping, ui for player warps.
  - video/presentation work:
    - Contributed to video
    -
- Timur Bickbau
  - Progress report work:
    - Parts 3 and 4
    - Proofreading other parts
  - Requirements and design work:
    - Part 2 (Functional Requirements)
    - Small changes to other parts which are mostly the same from iteration 2
    - Proofreading other parts
  - Implementation and testing document work:
    - Part 3 (Execution-based Functional Testing)
    - Small changes to other parts which are mostly the same from iteration 2
    - Proofreading other parts
  - Source code work:
    - Enemies (and pots; not fully implemented) drop a heart when killed/destroyed (pushed by Parker because my GitHub app wasn't working)
  - video/presentation work:
    - Recorded/uploaded video + some commentary
- Marcos Sivira
  - Progress report work:
    - Proofread
  - Requirements and design work:
    - Proofread
  - Implementation and testing document work:

- Proofread
- Source code work:
  - Implemented the pause functionality
- video/presentation work:
  - Did voice over on the video

**6) Plans for the next increment**

N/A.

**7) Link to video**

[https://youtu.be/E\\_fkDJsdemc](https://youtu.be/E_fkDJsdemc)

