

Progress Report

- Increment 1 -

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 barebones mapEditor and mapSystem was created. Saving and Loading for creating maps was implemented. A basic menu screen that allows the user to start the game. The basic Lank movement was also implemented. Compared to the initial scope and proposed functionality, this is a core part of the application that is required before other functionality can be implemented.

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

Ryan - "Spritesheets are a massive pain in the ass, quote me word for word on that."

Parker - "There were setbacks in designing the mapSystem. Unity apparently can't serialize multidimensional arrays, so I had to create a flat 2d array. System was designed around a 2d array and

a lot of time was spent redesigning the system. Most of the 2d array code ended up being refactored anyway because of bugs with saving and loading the maps.”

Reece - “Naturally there are going to be difficulties when trying to get a team to learn a new way of programming. I know that most of us had very little game engine experience beforehand so there was absolutely a learning curve when switching from IDEs to Engines.”

Timur - “Having had no experience developing video games or working with Unity before a few weeks ago, jumping into this project has required an ongoing process of learning lots of things with which I was completely unfamiliar. There is still a lot that I need to familiarize myself with.”

Marcos- “I had no experience with Unity or GitHub so I had to get to speed with both softwares. For me, some of the things that went wrong were the merging aspects of github; it seemed like I had a bunch of mistakes every time I would try to merge or pull something from the repo.”

5) Team Member Contribution for this increment

- Reece Gabbett
 - Progress report work:
 - Filled out multiple responses as well as the personal section
 - Requirements and design work:
 - Brainstormed several of the key requirements and future features for our game
 - As well as filling out multiple sections in the document
 - Implementation and testing document work:
 - Filled out multiple responses for the document
 - Source code work:
 - N/A
 - video/presentation work:
 - N/A
- Ryan Beck
 - Progress report work:
 - Filled out his section of the team member contribution
 - Requirements and design work:
 - Created the class diagrams and sequence diagrams
 - Created use case diagram
 - Operating System section
 - Implementation and testing document work:
 - None
 - Source code work:
 - Implemented player movement and animations
 - Found and splice assets for player art
 - video/presentation work:
 - None

- Parker Stone
 - Progress report work:
 - Project Title & Description
 - Accomplishments and Overall IP Project Status
 - Requirements and design work:
 - None
 - Implementation and testing document work:
 - None
 - Source code work:
 - Made Current MapSystem and MapEditor
 - video/presentation work:
 - Made the video
- Timur Bickbau
 - Progress report work:
 - General polishing (grammar and formatting), updates to most sections (e.g., project description and challenges)
 - Requirements and design work:
 - General polishing (grammar and formatting), non-functional requirements, operating environments, smaller updates to most other sections (especially assumptions & dependencies)
 - Implementation and testing document work:
 - General polishing (grammar and formatting)
 - Source code work:
 - N/A
 - video/presentation work:
 - N/A
- Marcos Sivira
 - Progress report work:
 - Polished some of the grammar and updating sections.
 - Requirements and design work:
 - Some polishing of grammar and different sections.
 - Implementation and testing document work:
 - None
 - Source code work:
 - Created the main menu.
 - video/presentation work:
 - N/A

6) Plans for the next increment

In this increment, we focused on Lank, the playable character. This included movement and animation whenever the user tries to move around. Our next increment is going to be more focused on making the game playable by adding a world, combat mechanics, enemies, stats, and weapons.

7) Link to video

Video: <https://youtu.be/uakiwwu5T1k>