**Progress Report**

**- Increment 1 -**

**Group 19**

# Team Members

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1. **Project Title and Description**

*"Shogun's Curse: Spirits of the Fallen"*

*Our project is platformer action-adventure game set in the landscapes of feudal Japan. The game intertwines intense combat, strategic gameplay, and a captivating narrative where a samurai confronts human adversaries and vengeful spirits, striving to lift an ancient curse.*

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

*In this phase, we made significant strides in the development of "Shogun's Curse." Notably, we have shifted the game's genre from a top-down action-adventure to a platformer with an emphasis on traps and boss fights. This change was primarily due to challenges we faced with the top-down camera angle, which proved to be more complex than anticipated.*

*Key accomplishments include:*

* *Addition of a main menu.*
* *Completion of the First Level: We have successfully developed and finalized the first level of the game, which includes platforming elements, traps, and a boss fight. This level sets the tone for the rest of the game and serves as a benchmark for the remaining development.*
* *Gameplay Mechanics: With the shift to a platformer, we focused on refining the jumping and movement mechanics, ensuring they are responsive and intuitive for a platforming experience.*

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

*Our decision to transition the game from a top-down perspective to a platformer was not taken lightly. It was a necessary pivot due to the technical and design challenges we faced with the original camera angle. This shift required us to reevaluate our design and development strategies, but ultimately, it has set us on a more feasible and exciting path.*

*As we navigated this transition, we also encountered the following challenges:*

*Re-Designing Levels: The change in genre meant redesigning our levels from scratch, a task that was both time-consuming and required a fresh wave of creativity and technical skill.*

*Adapting Existing Assets: Our art team had to adapt existing assets to fit the new gameplay style, ensuring consistency in the game's look and feel.*

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

*Please list each individual member and their contributions to* ***each of the deliverables in this increment*** *(be as detailed as possible). In other words, describe the contribution of each team member to:*

* 1. ***Progress report*** *written by Miguel Montesinos*
  2. *the* ***requirements and design document****, written by team members*
  3. *I****mplementation and testing document*** *written by Miguel Montesinos*
  4. *S****ource code****, Osher Steel designed the movement of the playable character*
  5. *The video was filmed by Osher Steel*

1. **Plans for the next increment**

*For the next increment, we aim to:*

* *Develop Additional Levels: Building upon the success of the first level, we plan to design and implement two more levels, each with unique challenges and boss fights.*
* *Enhance Combat Mechanics: To add depth to the gameplay, we will focus on refining the combat mechanics, introducing new enemies and obstacles that challenge the player's skill and strategy.*
* *Polish and Optimize: As we progress, we will continually polish and optimize the game, ensuring a smooth and engaging player experience.*

1. **Link to video**