**Progress Report  
- Increment 3 -  
Group 19**

***1) Team Members***

*Osher Steel, FSU ID: os19h*

*Danny Miranda, FSU ID: dm19d*

*Joseph White, FSU ID: jgw19a*

*Miguel Montesinos, FSU ID: mem19bg*

*Loren Van Malleghem, FSU ID: lv19c*

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

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

*A platformer action-adventure game set in feudal Japan, featuring challenging platforming, strategic gameplay, and a story of a samurai battling adversaries and spirits.*

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

· *Added 3 new levels, each with increasing difficulty.*

· *Implemented a new gameplay feature: wall jump.*

· *Introduced an additional enemy type.*

· *Resolved all known bugs.*

· *Shifted focus more towards refining platformer elements like challenging jumps rather than complex enemy encounters.*

· *Added portals to connect the different stages, enhancing game flow seamlessly.*

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

· *The focus shift to platformer elements presented a unique challenge in level design, requiring a balance between difficulty and playability.*

· *Integrating new features like wall jump and portals required careful testing to ensure they blended seamlessly with existing mechanics.*

**5)** **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:*

***a)*** ***Progress report*** *written by Miguel Montesinos*

***b)*** *The* ***requirements and design document****, written by Danny Miranda*

***c)*** *I****mplementation and testing document*** *written by Team Members*

***d)****S****ource code****, Osher Steel*

***e)****The video was filmed by Osher Steel*

**6)** **Plans for the next increment**

If we were to be able to do another increment, we would focus on:

· Enhance platforming elements further by introducing more complex and engaging jump sequences.

· Expand the game’s narrative and environment, adding depth to the feudal Japan Setting.

· Continued optimization and polishing to ensure a seamless gaming experience.

**7)** **Link to video**