**Progress Report**

**- Increment 1 -**

**Group 19**

# Team Members

*Osher Steel, FSU ID: os19h*

*Danny Miranda, FSU ID: dm19d*

*Joseph White, FSU ID: jgw19a*

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*Loren Van Malleghem, FSU ID: lv19c*

1. **Project Title and Description**

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

*Our project is a top-down 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**

*During this phase, we laid the foundational work for "Shogun's Curse," which involved:*

*Creating the basic movement mechanics for our samurai character within the 2D plane, including walking animations.*

*Developing initial background environments that set the stage for the game, depicting the eerie and haunting landscapes of feudal Japan.*

*Beginning with the character design, though it's in the preliminary stages, we've established a basic model to build upon in subsequent increments.*

*Currently, we are in the early development stages, having established the game's basic functional and visual elements. We remain aligned with our initial scope and anticipate further complexities and refinements as we delve deeper into development.*

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

*This stage of the project threw us several curveballs. One significant challenge was integrating GitHub with Unity. Our goal was to streamline our collaborative efforts, enabling team members to concurrently contribute to the project remotely and handle distinct elements. Eventually we managed to overcome this issue, and now have a working repository for the project.*

*Another challenge was our collective learning curve with Unity, particularly regarding animation. Most team members were novices in the sophisticated use of this engine. Throughout the project we are dedicated to keep learning about Unity through documentation and tutorials.*

*There were no major deviations from our original project plan or scope, but we acknowledged that future adjustments might be necessary as we deepen our understanding and encounter unforeseen technical or design complexities.*

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****, including the sections they wrote or contributed toMISSI*
  3. *I****mplementation and testing document*** *written by Miguel Montesinos*
  4. *S****ource code****, Osher Steel designed the movement of the playable character, sprites present in the source code were designed or retouched by Loren Van Malleghem*
  5. *the* ***video or presentation, MISSING***

1. **Plans for the next increment**

* *Intensify the depth of character interactions by incorporating combat mechanics and introducing the inaugural set of adversarial entities.*
* *Elevate environmental design by developing richer, more detailed levels and backgrounds to augment the player's immersive experience.*
* *Devise and integrate enemy characters, focusing on the artificial intelligence required for realistic, challenging gameplay interactions.*

1. **Link to video**

*Paste here the link to your video.*