

**Progress Report**  
**- Increment 1 -**  
**Group #24**

**1) Team Members**

- Adeline Belova
    - ◆ FSU ID: AOB20
    - ◆ Github ID: Adelinebelova
  - Eric Pengili
    - ◆ FSU ID: EP22C
    - ◆ Github ID: sicc-ranchezz
  - Jonathyn Coleman
    - ◆ FSU ID: JC21BZ
    - ◆ Github ID: JonathynC
  - Mitchell Thai
    - ◆ FSU ID: MBT22d
    - ◆ Github ID: MitchyTh
  - Samantha Rivera
    - ◆ FSU ID: SYR20
    - ◆ Github ID: Syrivera
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**2) Project Title and Description**

Title: API Bender (2D PC RPG dark fantasy game)

Description: An action RPG 2D video game that follows a player exploring different dungeons associated with different elements. As the player progresses, they will find themselves unlocking new skills and moves that allow for them to create a strategic path to help them move forward. The game will see them learning the battle mechanics for them to fight one final boss under the central area.

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

So far we have created a project on unity, composed of multiple scenes for the mapping of our central area, the 4 dungeons that connect, as well as imported and edited most of the assets we need for our project. We have also created a character and have started to integrate the walking physics for it. Finally, we have done the collision physics for the walls and foliage in our central area of our map. Compared to the proposal for our project, we had originally had a plain unity file with our concepts and ideas mapped out.

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

The most challenging part for this increment was defining what we wanted for the game in the future. This was mainly an issue because a lot of us in the group were overcoming a learning curve with using Unity, and scoping out how much work we can fit for how many final effects and things we want in the finished product is a difficult task considering we don't know how much work will be needed for many different tasks. We overcame this by meeting often online and in-person to fine-tune the things we believe are essential for the game, and what are some things that might be fine to leave out or pursue as we progress with the project.

*- any changes that occurred in the initial plan you had for the project or its scope. Describe the reasons for the changes.*

The only change in scope we had was whether or not to involve a fighting system that wasn't turn based. We finally resolved to have turn-based combat instead, simply because developing a combat system that has to react in real time will take a lot more work than we anticipated. All the same elements of the game will be present, just through a more simplified format.

*- anything that went wrong during this increment*

Nothing went wrong to the point of affecting our workload or the actual code, aside from some minor merge conflicts but those were fixed fairly easily. We may want to add certain animations or properties to some items in the game but as for now those don't present us with any major problems.

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#### 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:*

- *the **progress report***

- i) *Jonathyn*

- (1) *Wrote sections 3 & 6*

- (2) *Contributed to sections 2, 5, 8*

- ii) *Eric*

- (1) *Wrote sections 2, 4, & 7*

- (2) *Contributed to sections 5 & 8*

- iii) *Adeline*

- (1) *Contributed to the final edit of the document and the member contribution section*

- iv) *Sam*

- (1) *Contributed to the member contribution and editing the final draft of this document.*

- v) *Mitchell*

- (1) *Contributed to the final editing of the document and to the team member contribution section*

- *the **requirements and design document**, including the sections they wrote or contributed to*

- i) *Sam*

- (1) *Overview, editing of the Functional and non-functional requirements, Sequence Diagram*
- ii) *Adeline*
  - (1) *Function, non-functional requirements, and use-case diagram*
- iii) *Eric*
  - (1) *Contributed to the final edit of the document*
- iv) *Jonathyn*
  - (1) *Contributed to the final edit of the document*
- v) *Mitchell*
  - (1) *Contributed to the final edit of the document*
- *the **implementation and testing document**, including the sections they wrote or contributed to*
  - i) *Mitchell*
    - (1) *Lead writing the programming languages section as well as the platforms. APIs and other technologies section*
  - ii) *Adeline*
    - (1) *Contributed to the final edit of the document*
  - iii) *Eric*
    - (1) *Contributed to the final edit of the document*
  - iv) *Sam*
    - (1) *Contributed to the final edit of the document*
  - v) *Jonathyn*
    - (1) *Contributed to the final edit of the document*
- *the **source code** (be detailed about **which** parts of the system each team member contributed to and **how**)*
  - i) *Mitchell*
    - (1) *Managed all player and camera coding. This includes player and camera movement, scene switching and player spawning in each scene, programming of doorways, and handling game object destruction between scenes*
  - ii) *Sam*
    - (1) *Designed the dungeon layout and theme, as well as separation and flow from central area and separation of boss rooms.*
  - iii) *Eric*
    - (1) *Dungeon layout and asset importing, testing scene camera and movement mechanics for the overall dungeon map.*
  - iv) *Jonathyn*
    - (1) *Designing the central area layout, editing assets, rendering assets based on y axis coordinates*
  - v) *Adeline*
    - (1) *Designing the central area layout, importing assets, and creating accurate collision physics by editing asset box colliders and rendering assets based on y-axis coordinates*
- *the **video or presentation**: We all met in order to facilitate a comprehensive review and plan for the next increment and made sure to reconvene before filming the video so that we were all on the same page.*

## 6) Plans for the next increment

In the next increment, there will be a stark focus on our dungeons. We aim start the development on our battle system, further enhance the mapping for our dungeons and central area, integrate the collisions and interactions within the dungeons, and add enemies to the dungeons; aiming to use a pokemon styled “walk up, exchange dialogue, and battle” system. Adeline and Mitchell will focus on the initial implementation of the battle screen and programming the stat mechanics, while Sam, Jonathyn, and Eric will focus on fleshing out the dungeons.

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## 7) Stakeholder Communication

Subject: Project Update: Dungeon Crawler 2D Game Development

Dear Stakeholders,

We're pleased to share the latest progress on our action RPG 2D video game. Over this development increment, we have made significant strides in establishing the game's foundation and aligning it with our initial vision. We have successfully built our project in Unity, creating multiple interconnected scenes that form the central hub and four elemental dungeons. These areas will serve as the core structure for the player's exploration. Most of the necessary game assets have been imported and refined, ensuring a cohesive visual experience that complements the gameplay mechanics. Our character model has been designed and implemented, marking a key step toward establishing the player's in-game presence. We have also started integrating the character's walking mechanics, with initial physics integration underway. Additionally, we have implemented collision physics for the walls and foliage in our central map area, ensuring proper movement constraints. At the project's outset, we had a conceptual framework with an empty Unity file. Since then, we have moved from planning to active development, establishing the game's structural foundation. While there is still work to be done, particularly in refining mechanics, dungeon interactions, and enemy encounters, the progress so far positions us well for upcoming iterations.

We look forward to the next phase of development and will continue to provide updates. Thank you for your support!

Best regards,  
Mitchell, Adeline, Sam, Eric, and Jonathyn

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## 8) Link to video

[https://fsu.zoom.us/rec/share/BCvpUue1BwBYOSTYs8ItQwndnn3jJQmTGZPixqPPsPTtMnHC94tiE7hzL2H\\_QnHa.gORhhR0xTyWaBT\\_u?startTime=1740777115000](https://fsu.zoom.us/rec/share/BCvpUue1BwBYOSTYs8ItQwndnn3jJQmTGZPixqPPsPTtMnHC94tiE7hzL2H_QnHa.gORhhR0xTyWaBT_u?startTime=1740777115000)