

Progress Report
- Increment 2 -
Group #24

1) Team Members

- Adeline Belova
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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.

3) Accomplishments and overall project status during this increment

For increment two, we have constructed a basic battle system as well as setup the dungeon visuals. The battle system is a turn-based Final Fantasy / Pokemon style combat that utilizes an attack, skills, and items option for the player. Instead of leveling up, the player has a list of skills they find in the overworld and obtain from the major bosses. At this point, the player can engage with an enemy, enter a battle screen and attack back-and-forth, then win or lose and return to the overworld. We have also begun development on dialogue boxes and have written scripts to support them.

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

This increment was tougher than increment 1 as far as time management because of Spring Break being in the middle of it. We essentially had far less time than increment 1 to get the battle system ready. We were able to successfully get a basic system created with winning, losing, a variety of skills and multiple enemies. The player's stats and abilities are also saved between battles, so we have persistence within our game now. We will need to spend a bit of extra time to catch up on setting up where every enemy is in all of the dungeons, as well as creating final bosses for the dungeons. But this should be much faster now that we have a system and we understand how to link overworld encounters with the battle screen.

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

As of right now the scope of our plan has not changed compared to increment 1. The only change we have is that we are foregoing a leveling system in favor of a skill book system, where the player will gain skills they find in the overworld as well as earned in boss battles.

- anything that went wrong during this increment

We have some work to catch up on that we did not have time to finish this increment, but we are still on-track and were able to accomplish a big goal in this increment with the battle system.

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) Contributed to the member contribution and editing the final draft of this document.
 - ii) *Eric*
(1) Contributed to the member contribution and editing the final draft of this document.
 - iii) *Adeline*
(1) Wrote sections 3, 4
 - 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) *Functional, 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) *Contributed to the final edit of the document*
 - ii) *Adeline*
 - (1) *Drafted #3*
 - iii) *Eric*
 - (1) *Contributed to the final edit of the document*
 - iv) *Sam*
 - (1) *Drafted #4 and #5 explaining the execution based Non- Functional Testing and Non-Execution- based Testing.*
 - 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) *Implemented the stat system for the character and how they remain static throughout different battles and linking the characters stats to each battle, as well as the player skills and skill UI in battle.*
 - ii) *Sam*
 - (1) *Implemented dungeon layout and theme alignment as well as collision physics of each dungeon with player and scene interaction, as well as gameplay and testing of new attributes for this increment.*
 - iii) *Eric*
 - (1) *Implemented player interaction functions, lookAt, pickUp, and talkTo, dealing with items, surrounding assets in the dungeons, and enemies where dialogue is capable.*
 - iv) *Jonathyn*
 - (1) *Implemented battle ending logic, losing a battle logic, BattleSystem testing, and began development on dialogue scripts and UI.*
 - v) *Adeline*
 - (1) *Designing the UI of the battle system, as well as code for the BattleSystem, EncounterTrigger, EncounterManagement, and BattleHUD scripts*
- *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

Increment 3 will focus on the implementation of new skills and items for the protagonist in battle using a collection of items within the map, skill books to find within dungeons, and health items that can be collected. We aim to implement central “rest” area NPCs and item shop to allow the player to heal between dungeons and purchase healing items to use within the dungeons. We will also integrate character design and implementation of bosses in each dungeon and final boss and a soundtrack scored for an immersive character experience. We are also adding a main home screen the player sees as the game starts.

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 created the UI and basic functionality of our battle system. This system is a turn-based, Pokemon and Final Fantasy inspired system that allows the player to attack or choose from a variety of skills they discover during their journey. The player is now able to encounter an enemy in the overworld, win or lose a battle, then return to the overworld to continue their journey. We have also fleshed out our dungeon areas further to provide more visual interest and give the player somewhere to explore. In our third increment, we intend to create our five main boss battles, implement our item system and central area, and finalize all details regarding animations, audio, and so on.

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

8) Link to video

https://fsu.zoom.us/rec/share/uN74NaF96boY6siWl1PV_hi1vFTsMm-OArwDzU2HcNohsPmMO11D3kT2G9jyy7RH.843Gt6wbGF80DtPC?startTime=1743174650000