

Progress Report

- Increment 2-

Group #25

1) Team Members

Nicholas Tidwell:NickTiddy52, Bryce Hart:bhart12, Keith Van Dyke:kcv15

2) Project Title and Description

Stik - A 2d platformer / fighter game developed in unity.

3) Accomplishments and overall project status during this increment

- Added A ladder asset and mechanics so players have the ability to climb
- Added ability for players to automatically respawn if they fall off the map
- Implemented procedure generation of land to have a unique map each time game is loaded
- Weapons and obstacles are randomly spawned across map for unique playthrough
- Inventory System implemented so player can hold up to four objects. Only one Item of the four can be actively used. If inventory is full user will drop actively used item in exchange for new items being picked up. Otherwise new item will be put in next open inventory slot.
- Added jetpack to game and for user to be able to fly when object equipped.
- Added background to main gameplay
- Added functionality for second player and the movement controls for that player
- Redesigned what buttons cause player one's movement in order to accommodate for player two being able to move using the same keyboard
- fixed coin animation
- fixed script name typo
- lowered collider height for Tilemap and changed objects sorting order so that objects look to be on the "center" of the floor.
- Changed hint text

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

Procedural generation was challenging to get set up and spawning game objects randomly can make unplayable maps sometimes. No Changes in plan have been made just some tweaking of generation will be done.

Determining what files needed to be created or altered for the second player to be added without conflicting with design of first player

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) the **progress report**, including the sections they wrote or contributed to*
- b) the **requirements and design document**, including the sections they wrote or contributed to*
- c) the **implementation and testing document**, including the sections they wrote or contributed to*

- d) *the source code (be detailed about **which** parts of the system each team member contributed to and **how**)*
- e) *the video or presentation*

Nicholas Tidwell

- a) *1,2,3,5,6*
- b) *1,2,3,4,5,6,7*
- c) *1,2,3,4,5*
- d) *Created ladder asset for game, added respawning player after falling off, added rope bridge asset, created Inventory System to be able to cycle held objects and drop object if inventory full, added procedurally generation a body of land and randomizing objects in the world, added jetpack asset and controls.*
- e) *Contributed towards group video*

Bryce Hart

- a) **contributed towards section 1, 3, 4, 5 of progress report**
- b) **contributed towards section 1, 2, 6 of Software Requirements and Design Document**
- c) **contributed towards section 1, 2 of Software Implementation and Testing Document**
- d) **Added background image to player fight screen. Added functionality and created necessary files for a second player to be in the game. Changed attributes and controls for player one in order to allow player one and player two to play using the same keyboard.**
- e) **Contributed towards group video**

Keith Van Dyke

- a) *1, 3, 5, 6*
- b) *1, 2, 6*
- c) *1, 2, 3, 5*
- d) *fixed coin animation, fixed script name typo, lowered collider height for Tilemap and changed objects sorting order so that objects look to be on the “center” of the floor. Changed hint text.*
- e) *Contributed towards the group video*

6) Plans for the next increment

Add more gameobjects to the game, make sure players can damage each other, display who wins a battle and make a restart button, fix the way guns work in game, have main menu have level select for created levels and an option for the procedurally created level. Change character to a stick figure (make or find an asset elsewhere since there are no suitable ones in the Unity Store). Change speed and look of bullets. Start jetpack rightside up when equipped.

Add more functionality for player two in addition to just being able to move.

7) Link to video

Nicholas Tidwell

- https://drive.google.com/file/d/1QuQ2FZLIJPOUu0JtNE6Vdt_66OL8_2Df/view?usp=sharing

Bryce Hart

- https://drive.google.com/file/d/19SWjQ0SCMskwH5CQtn0HzkAL_0PsZGoY/view?usp=drivesd_k

Keith Van Dyke

- <https://drive.google.com/open?id=1Nqmn6x6nyVqR6Jp5JO1MHlaJ3nqufY>