Progress Report
- Increment 1 -
Group #25

1) Team Members

Nicholas Tidwell:NickTiddy52, Bryce Hart:bhart12, Zachary Saint-Amand:TheSaintAmand, Keith Van Dyke:campervd

2) Project Title and Description

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

3) Accomplishments and overall project status during this increment

Accomplished implementing sprite sheet, player movement, spawning weapons, player inventory, picking up objects. shooting and destroying targets.

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

We realised that implementing active ragdoll is more challenging than we expected and is also not the movement we want in our game so we are moving to sprite sheet animations for our player.
Getting the "lerp" setting perfect for the Main Menu game logo took much longer than expected.

5) Team Member Contribution for this increment

Nicholas Tidwell

a) contributed towards section 1,2,3,4,5,6 of progress report
b) Contributed towards section 2,3,4,5,6
c) contributed towards 1,2,3,4,5
d) Contributed Importing Starting Assets, implementing scripts for shoot, picking up items, rope swinging, opening chest and spawning gun, shooting
e) Contributed towards group video

Bryce Hart

a) contributed towards section 1, 5 of progress report
b) N/A
c) contributed towards section 1,2 of Software Implementation and Testing Document
d) Added code to bullet.cs that destroys object once it goes off screen
e) N/A

Zachary Saint-Amand

a)

Keith Van Dyke

a) 1, 5, added a few plans to 6
b) wrote overview in 1, added priorities and features 6-10 in 2, contributed to 6

c) **added pertinent info to 1, added APIs used to 2, added Main Menu feature to 3, grammar check on 5**
d) **Created Main Menu Scene(Buttons, Button Actions, Text, Fonts, GameLogo, wrote script for size and color lerping, Background) and Options Menu**
e) **Contributed to the video presentation**

6) **Plans for the next increment**

Random Map Generation, Adding Second Player, Main Menu, Change sprites to stick figure, Add more weapons (i.e. grappling gun), Adding physics items to map, Arms raise only if in the air, Height of jump corresponds to amount of time spacebar is pressed, JetPack, Implement hit markers depending on contact type, Create playable default map then randomize location and/or existence of objects

7) **Link to video**
https://drive.google.com/open?id=1Jdo7NAITORNQgaRtO9dRxorAlPQoug3B