**Progress Report**

**- Increment 3 -**

**Group #25**

# Team Members

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

1. **Project Title and Description**

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

1. **Accomplishments and overall project status during this increment**

* *Updated Ability to separate controls for two players.*
* *Updated Each script to allow both players to use features*
* *Updated Procedure Generation to be smoother.*
* *Fixed Bugs within shooting to make sure only one instance of the guns shoot.*
* *Fixed Bugs to make sure players can deal damage to one another as expected.*
* *Added Displaying the winning player and an option to restart the game.*
* *Tweaked look of player 2 to be a different color*
* *Implemented full functionality of Main Menu by allowing the player to access all areas of the project via the menu*
* *Implemented Hazard Object.*

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

* Combining code between various members of the team so that the code works together cohesively
* Various bugs while finishing up the project

1. **Team Member Contribution for this increment**

***Nicholas Tidwell***

1. ***1,2,3,5,6***
2. ***1,2,3,4,5,6,7***
3. ***1,2,3,4,5***
4. ***Updated ability for 2nd player capabilities, updated various scripts to support the second player, updated procedure generation to be cleaner, fixed bugs with shooting guns making every gun in the game to shoot, updated scripts to make players be able to deal damage to each other, Adding displaying winning player and ability to restart the game, added hazard object.***
5. ***Contributed towards presentation.***

**Bryce Hart**

1. **contributed towards section 1, 3, 4, 5 of progress report**
2. **contributed towards section 1, 2, 3, 4, 5, 6 of Software Requirements and Design Document**
3. **contributed towards section 1, 2, 3, 4 of Software Implementation and Testing Document**
4. **Worked on code related to player 2 functionality, in addition to just player 2’s movement, cleaned up various pieces of the project for presentation including camera viewing angle, changing the color of player 2 in order to differentiate the two players in some of the games scenes, and game object layering so that all of the game objects are actually visible to the user, performed code review and testing in order to fix various bugs within the project, worked on various bugs in order to make project ready for presentation.**
5. **Contributed towards presentation**