**Progress Report**

**- Increment 2 -**

**Group #5**

*Please use this template to describe your progress on the group project in the latest increment. Please do not change the font, font size, margins or line spacing. All the text in italic should be removed from your final submission.*

# Team Members

*Please write the* ***name*** *of all the team members, their* ***FSU IDs****, and* ***GitHub IDs*** *here.*

*Bradley Lashley bwl23*

*Jordan Bradley, jjb21g, JordanB2213*

*Trevor Cooley, tdc22, trevordc1*

*Jeongyeon Kim, jk22bl, okidoki4830*

*Shashank Dontireddy, srd21b, ShashankDont*

1. **Project Title and Description**

In our project we will be Creating a website that starts at a home page and has 2 options of games to choose from that will be accessible through links embed on the home page. By the end of the project, you should be able to navigate through the home page and access either game and return to the home page as well.

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

During this increment, we added a Tic Tac Toe board and some JavaScript on how it will work.

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

Please describe here in detail:

We had an issue with flappy planes when we added new gametime logic and the ability to choose between keyboard and mouse; the game was not able to run.

- anything that was challenging during this increment and how you dealt with the challenges

It was difficult to add new functions without colliding with existing codes. There has been a constant problem of not dying even if the plane crashes into the screen boundary. I was able to modify the codes through numerous modifications and tests.

Started development of the tic-tac-toe board. Couldn’t get all of tic-tac-toe implemented this increment due to complications so it will be the main focus of increment 3.

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

The ability to allow users to change to a mouse and keyboard before the game started was not initially in the plan, but we added it along the way for better quality.

- anything that went wrong during this increment

One group member could not get the game to run on his browser.

1. **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:*

* 1. *the* ***progress report****, including the sections they wrote or contributed to*
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
  5. *the* ***video or presentation***

Bradley Lashley: It Temp Question 1, Tic-Tac-Toe assist.

Trevor Cooley: Flappy planes and Tic-Tac-Toe testing. Added more to Software Requirements and Design Document part 7. Added to Software Implementation and Testing Document part 4. worked on part 6 and 4 of progress report.

Jordan Bradley: A. Created all the documents and shared them with everyone, worked on part 1, 4, 8 of the Progress Report. B. contributed to parts 3 and 4 in the software implementation document. Planned and recorded the video demonstration. Helped write down code for the flappy plane game.

Shashank Dontireddy: Worked on all parts of Software implementation document and Software requirements document. Helped check pull requests to see if there were any bugs and tested the improvements. Worked on parts 3,4,6, 7 of progress report. Helped create issues to link the things added this increment.

Jeongyeon Kim: Written all the codes for the Flappy plane. Worked on part 4 of progress report.

1. **Plans for the next increment**

Finish the logic for Tic Tac Toe so that the game is playable

Add new features to Tic Tac Toe such as a win counter.

If time permits add features to flappy planes such as choosing your character.

1. **Stakeholder Communication**

Dear Stakeholders,

I'd like to take this opportunity to update you on the status of 5 Guy Games. We have made significant strides over the past few weeks; I would like to share some of the key developments we have made during this period of time.

Project Summary:

The purpose of this project is to make a website that allows you to play two games Flappy Planes and Tic Tac Toe, while being able to navigate between the games and the home page.

Project Progress:

During these past few weeks, we have made many quality-of-life improvements to flappy planes such as adding a option to play either with a keyboard or mouse. We have also added a basic Tic Tac Toe display with most of the game logic and the game is almost complete.

Setbacks:

The team is overall not familiar with HTML/CSS and JavaScript, so it has taken some time to learn the languages, therefore the project is slower than expected. There have been issues improving the quality of life of flappy planes such as bugs with collision logic.

Conclusion:

During the past few weeks, we have built a website that allows you to play flappy planes with both keyboard and mouse. We have also built a framework for Tic Tac Toe. We have improved flappy planes game logic, so it runs smoother on all devices and also fixed bugs that were found in the previous increment.

[fiveguygames@gmail.com](mailto:fiveguygames@gmail.com).

1. **Link to video**

*https://youtu.be/6RAXAUYkSLA*