**Progress Report**

**- Increment 4 -**

**Group #4**

# Team Members

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**Stephen Johnson**

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1. **Project Title and Description**

Our game is named “Beneath the Manor” and is a rogue-like, as the user plays as a character navigating their way through many randomly generated rooms and floors, collecting items and defeating enemies. Our game will be accompanied by a website that will describe the game and lore in full (containing the missions for the character and what they may come across), while also being a place for users to download the game.

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

Website:

In this increment, the website was completed. All of the descriptions on the guide were added to help the player should they run into any issues. The lore section on the home page was completed as well as javascript was added to the Frequently asked questions page and the copy was added to that page as well. Download page was already done but the new version of the game was swapped out for the older version when you hit the download button and we overcame some of the issues that we were having with the .jar file from the download getting an error and not running the game. This has all been uploaded to the AWS server and can be found at: <http://www.roguelike.com.s3-website-us-east-1.amazonaws.com/>

Game:

The game has been completed, though there is room for extending it further if we had more time. The hud was extended and completed and now shows all the relevant stats for the player. The wizard battle at the end of each level was added, and the game is completed once the player makes it through 5 levels.

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

For the game portion of the project the development ended smoothly. There were a couple issues when implementing the wizard fight at the end of the level where traps would be generated when the player ran into the wizard’s fire. We had initially planned on having multiple enemies, but by the end of the project we only were able to implement the wizard and one other monster for the player to face. We also were originally going to have a character class to store information and functions dealing with the character controlled by the player, but deemed it not necessary even though it was already somewhat implemented.

For the website we had challenges again with the jar file. Our code is downloadable and usable inside a Java environment. This seems to be because every personal computer’s Java version is different. It might not work if JDK is not on the users computer as well. Other languages or executable types might be more suitable for downloading from websites but that would be another project for another day.

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

**Brendan Gressel**

1. Added my contributions for this increment and section 2.
2. Changed all the non-functional requirements for the game and added measurements to show how we are accomplishing all these requirements. Added both textual descriptions for the use-case diagrams.
3. Contributed to Section 3 (execution based testing).
4. Coded the enemy/Wizard implementation, as well as the firespot algorithm for when the user faces off with the Wizard. Added rubble to the map. Fixed many bugs to make the code run smoothly and fix graphical glitches we noticed.
5. For the presentation, I explained the game portion and demoed it along with Ben.

**Stephen Johnson**

a) Wrote my own contributions to the project for the progress report section. I also updated part 4 of this document

b) Created the sequence diagram in the research and design document. Updated part 6 to meet the minimum requirements for running our program.

c) Modified question 4 of the IT document.

d) Source Code: Contributed to the Items.java, and the main beneaththemanor.java class. This iteration I played a major role in implementing random generation of the potions, rubble, and sword. Helped fix graphical glitches with items spawning inside the walls.

e) I talked about the Amazon Web Services platform (AWS) during the presentation.

**Benjamin West**

1. Contributed to Section 4 (The challenges section), Contributed to Section 3 (accomplishments), wrote my own contributions for section 5
2. In this increment I updated the class diagram to reflect the final class structure for the game, and tweaked the assumptions and dependencies (section 7)
3. In this increment I contributed to sections 2 and 3 describing the testing and compatibility with Java 8.
4. Added help popup message, Finished credits message on menu, made menu window smaller, added message to hud that describes character’s action. Made the potions storable, and useable by pressing P key. Made the icon for the stairs appear as a closed door when the player doesn’t have enough gold to advance. fixed a few of the graphics tiles. Made the sword stat display as an icon in the hud. Added a message when the player loses the game. Worked on general bug fixes. Compiled the final build into the executable jar file.
5. Explained about the game portion of the project with Brenden and demonstrated the game during the presentation.

**Logan Leone**

1. Wrote all of section 5 for myself. Also updated part 3 of this document to show the progress that we made over this last increment.
2. Made changes to the functional requirements and non-functional requirements section.
3. Contributed to the execution based functional testing section for both the website as well as the game. Obviously we all contributed to the non-execution based testing because we all looked over certain parts of the code to make sure they were performing the way they should be.
4. Created the copy for the lore sections on the home page, expanded and added copy to the guide page as well as tweaking the javascript for that page to make it more appealing to the eyes. Added copy and javascript to the Frequently asked questions page.
5. Began by speaking about the website that we created and showcased and explained the monster class that I created during the demo of the game.
6. **Plans for the next increment**

N/A for increment 3

1. **Presentation**

presentation is on the github repository