**Progress Report**

**- Increment 1 -**

**Group #4**

# Team Members

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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**

In this increment, the template for the website has been completed. All the needed pages are set up and all that needs to be added is information in the guide, FAQ, and home pages. Home page will house a small section on the lore behind the game instead of having a whole page dedicated specifically to lore. For the download page, once the game is completed it will be added to the download page as a downloadable .jar file. The AWS page has also been set up and we’ve incrementally been adding the code in as we go. Our current progress is at this link <http://www.roguelike.com.s3-website-us-east-1.amazonaws.com/>.

Also, during this increment, the initial room graphics and character movement were implemented for the game portion of the project. In addition to that, the Floor layout class that randomly generates and stores the layout of each floor of the dungeon was completed.

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

For the coding of the actual game, we had some problems trying to combine the randomization class for the rooms and the class for the game itself. We fixed this by adding accessor functions. We also ran into problems using JButtons to represent graphics tiles, as the visuals were inconsistent across different platforms. We are going to fix this early in the next increment by making them JLabels.

For the website we’ve had challenges linking the correct libraries from open source websites. For example, making all the Bootstrap links in the HTML files work was causing certain portions of containers to not work.

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

**Brendan Gressel**

1. Wrote section 2, the challenges for the game for section 4, and the plans for the next increment for section 6.
2. Added to the functional requirements and the non-functional requirements for the game. Added to the Assumptions and Dependencies section when referring to the Java Interface.
3. Contributed to section 1 for the game portion (the java language).
4. Coded the SEGame.java and all the beneaththemanor.java code. Implemented the algorithms for the graphics and set up the JFrame.
5. Talked about the graphic interface of the game, edited the video, and uploaded.

**Stephen Johnson**

a) Wrote part of the Accomplishments paragraph for the website in question 3 of the Progress Report. Wrote part of the Challenges paragraph for the website in question 4 of the Progress Report.

b) Wrote the functional requirements of the website for question 2. Wrote the non-functional requirements for the website for question 3. Changed the website paragraph of the question 1 overview. Added website assumptions and dependencies to question 7 of the Requirements and Designs.

c) Wrote part of the HTML and CSS paragraph in question 1 of the Implementation and Testing Document. Wrote part of the Javascript paragraph in question 1 of the Implementation and Testing Document. Wrote part of the AWS paragraph in question 2 of the Implementation and Testing Document. Wrote part of the BootStrap paragraph in question 2 of the Implementation and Testing Document.

d) Source Code: Contributed to the Index.html, guide.html, lore.html, download.html, faq.html, style.html and the main.js file. The code I’ve been editing is mostly css containers and parallax.

e) For the video I talked about the website guide page, button page, backgrounds, and parallax of the web page. I also showed the AWS S3 bucket we’ve been adding the github files to.

**Benjamin West**

1. Wrote Section 1, wrote the game portion of section 3 (The accomplishments and overall Status)
2. Wrote Section 1, 5, and 6 (The overview and Operating environment, made the class diagram)
3. Wrote the Java and Java Swing sections of the Programming Languages and Platforms headings
4. Wrote the entire FloorGen.java and roomtest.java, which is the random floor generation class and its test class
5. Explained the FloorGen class and roomtest class for the video, how the FloorGen does its generation, explaining about the accessor functions that will be used in the main class

**Logan Leone**

1. Wrote the part of section 3 that’s about the accomplishments and project status of the website. Wrote the part of section 6 that’s about the next increment for the website. Wrote all of section 5 for myself.
2. Created all the use case diagrams using a tool on creatively creatively.com. Contributed to section 2, functional requirements.
3. Contributed to the Javascript and HTML/CSS sections of part 1. Also contributed to the bootstrap and AWS sections for part 2.
4. Setup the basic template for the website and added all pages that we need. Further refined and completed the Home page of the website as well as working on the frequently asked questions and the download page. Am waiting to work on the source code for the game until previous sections are completed because the part that I will be implementing (character and items classes) can’t be done until other parts are completed.
5. Explaining the work that’s been done on the website, specifically the home page and all of its contents, future plans for changes that are going to be made as well as how our javascript works. Also explain the download page and the future of
6. **Plans for the next increment**

In terms of the game, we hope to improve the visuals and finish the randomization of the rooms and items. We hope to begin to implement the lore of the game and implement the missions for the character. We also hope to begin work on the classes for the character, the items, and the enemies, so when they are implemented into the game they work as intended.

For the website, during next increment we would like to have the guide page and FAQ page completed. We would also like to have a test version of the game available from the download page to make sure that the download functionality of the website is working correctly and the game can be downloaded.

1. **Link to video**

https://youtu.be/9ZnJ0C-Tuhk