**Progress Report**

**- Increment 2 -**

**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**

Website:

In this increment, the template for the website has been completed. All the needed pages are set up and working properly in terms of performance. The home page now houses a small section on the lore behind the game instead of having a whole page dedicated specifically to lore. The download page is complete but we are just having problems with running the jar. The AWS page has also been set up and we’ve incrementally been adding the code in as we go. The only things we need to add now are actual descriptions of game elements for content, ssl, and a domain. Our current progress is at this link <http://www.roguelike.com.s3-website-us-east-1.amazonaws.com/>.

Game:

In terms of the game, the randomization of the rooms and floors has been completed. Now, the floorplans are completely random, and the rooms have an algorithm where the items will be randomly placed throughout. We also added an additional panel under the game panel that displays the character stats. A monster class has also been added to the game to be used as something for the player to engage in combat with. Also, a menu was added at the beginning of the game to make the start of the game not so abrupt, and adds additional options other than playing the game. Finally, the graphics were cleaned up, the tiles no longer behave like useless buttons, and the gridlines were removed from the tiles giving the game a cleaner look.

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, most of the development went smoothly but we ran into a couple hiccups. First problem was encountered when cleaning up the graphic tiles (which are represented by Jbutton objects) we had an issue where the game would freeze if tiles other than the character were interacted with. This has been overcome, and the non character tiles now cannot be interacted with or focused on. Second problem was with the creation of the game “hud” that is positioned under the room display, this was overcome with a new layout within the game Jframe, and now works on both Windows and Mac. Another minor issue we ran into was with the aspect ratio of the game window, the original size of the game window was not a square, which led it to not display correctly on some of the systems we tested it with. We fixed this and also made sure all the image resources used in the graphics have equal height and width. The game window now displays correctly on all the systems we tested it with.

For the website we’ve had challenges making the game downloadable for the user. The download button sends the jar file down but we get an error when we try to run it. We are not sure if this is a java runtime problem or a fault of the website. In the future we may look into wrapping the jar file in an executable file for the “release” version that will be downloaded from the website.

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

**Brendan Gressel**

1. Added my contributions for this increment, added the game accomplishments to section 3, and the video link.
2. Changed all the functional requirements and the non-functional requirements for the game.
3. Did Section 3 (Execution-based testing for functional requirements).
4. Coded the new GameHud addition which displays the character’s stats, the newFloor function which randomly generates a new floor once the character goes up stairs, and added the coins that are randomly placed throughout the floor plan. I also added the code required for the update of the stats in the GameHud.
5. Talked about the graphic interface of the game, the changes I made (new floor, random generation of rooms, GameHud, etc.), edited the video on iMovie, and uploaded to Youtube.

**Stephen Johnson**

a) Wrote my own contributions to the project for the progress report section. I also wrote the website's goals for the future and the challenges we faced with the website this iteration. Basically contributed to questions 3, 4, and 6 in terms of website updates. I also took part in the group video.

b) Updated the functional and non-functional requirements for the research and design document. I mostly updated the website portion of questions 2 and 3. In our previous iteration we had minor points off for those two sections

c) Wrote all of question 4 of the IT documents execution based non-functional testing question. A lot of these answers were based off the non-functional requirements of our last iteration.

d) Source Code: Contributed to the Character.java, Items.java, and the main beneath the manor class. The code I’ve been editing is classes to be implemented for item storage or character inventory.

e) For the video I talked about the character and item class I made for the main java project. I talked about the accessor functions I made as well as the general purpose of the classes. I lastly touched on some design changes we made for the website.

**Benjamin West**

1. Wrote Section 4 (The challenges section), Contributed to Section 3 (accomplishments), Contributed to Section 6 (future increment plans), wrote my own contributions for section 5
2. In the previous increment I wrote Section 1, 5, and 6 (The overview and Operating environment, made the class diagram), In this increment I updated the class diagram.
3. In the previous increment I wrote the Java and Java Swing sections of the Programming Languages and Platforms headings. In this increment I contributed to the section on Execution based functional testing, and wrote the Non-Execution based testing section.
4. Cleaned up the graphics so the non-character tiles cannot be interacted with, removed the gridlines and fixed the aspect ratio. Added a new Jpanel at the bottom of the game frame that will contain the stat displays. Fixed the issue that caused the game to freeze when the user clicked inside the game window. Removed the code that required the user to click on the character to begin moving. Set the background to black for some of the graphics tiles. Added call to Draw function for floor generation class so the game can be easily debugged. Added level counter stat to game hud and changed “score” stat to “gold”
5. Explained the game menu, and demonstrated it for the video

**Logan Leone**

1. Wrote all of section 5 for myself. I took part in the video and explained the sections of source code that I worked on. Contributed to the next increment plans for the website.
2. Updated the use case diagrams for both the website as well as the game with the suggestions that we got from the last increment. Also contributed to the functional requirements for both the website and the game.
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. Removed lore page and added it to the home page. Got a good amount of copy done for the home page. Also got the download link working on the download page so you are able to download a working test file of the game. Created and implemented the monster class for the game that will be used in the fighting portion of the game.
5. Explaining the work that’s been done on the website, specifically the home page and the changes to the lore page and the section as well as showing off the working download link. Went over the monster class that I created for the game to be used whenever you get into combat in the game.
6. **Plans for the next increment**

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

For the website, we'd like to have the game finished and downloadable from the website. At this point the game as a whole should be finished and all description paragraphs should be completed. We'd also like to buy the domain and set up the websites ssl certificate to ensure safety. We are going to try to make the download an executable instead of a .jar file. That will wrap up the website.

1. **Link to video**

[**https://youtu.be/HasnrEV1fmQ**](https://youtu.be/HasnrEV1fmQ)