**Progress Report**

**- Increment 1 -**

**Group #2**

*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

(Name, FSUID, GITHUB)

Caroline Mangrum, cjm22y, SweetCarolineTM

Miles Brosz, mjb21h, MilesBrosz

Grant Leatherman, jgl22a, Fueguin5

Joseph Riley, jbr21a, JosephRileyFSU

Kendall Fretwell, kfl21a, kfrtwl

1. **Project Title and Description**

The title of our project is Sketch & Strike. Sketch & Strike is a simultaneous turn-based game where 2 players battle on a player created/altered terrain. Players can draw weapons, move around, attack, and alter terrain. Our project implements socket programming to allow users to connect to a server and play against each other.

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

During this first increment we achieved many goals set for the first increment and remained within the initial scope for the project. Some of the main accomplishments are listed below.

Successful game design process and project planning

* We underwent a successful game design process in which we defined the project’s vision, structure, and objectives.
* We clearly communicated the goals and requirements, laying out what we want to achieve and the order in which we should achieve it

Established the Server and Client Connection

* We set up a server-client connection using socket programming. This allows 2 players to connect to a server in which they can play against each other

Implemented Pygame and its functionality

* We integrated pygame into our project allowing us to use its features to define how the players will behave in the game
* The main feature from pygame we accomplished is the move functionality, as of right now players can move their square around with keyboard input.

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

We didn’t have many challenges or changes to the scope during this increment, at first people had different ideas for what the project might look like, but during this increment we were able to well communicate and establish what we want the result to look like which solved that

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

Caroline Mangrum: Contributed to the requirements and design document. created and managed the GitHub repository for the project. Contributed to the project design process, provided insightful ideas for what the project should accomplish. Communicated effectively with the rest of the team.

Miles Brosz: created the video for the progress report, implemented pygame functionality into the source code so that a player can move around, established the position for the Player class. Buit the network and socket functionality in the source code so that a client and host can connect to a server together. Contributed to the project design process. Implemented network and server architecture, communicated effectively with the rest of the team.

Grant Leatherman: produced the whole implementation and testing document. Created the login and password functionality in the source code. Set up a basis for the application (the actual box and buttons for where the login/player is located) using pygame, contributed to the project design process. Created the discord server allowing the group to communicate effectively.

Joseph Riley: produced the whole progress report other than the video. Created the turn implementation branch which addresses what happens on each turn for both players. Incorporated the player attributes class which creates a player object. Contributed to the project design process. Communicated effectively with the rest of the team.

Kendall Fretwell: contributed to the requirements and design document. Communicated effectively with the rest of the team. Contributed to the project design process. offered support to the rest of the group.

1. **Plans for the next increment**

Our plans for the next increment are to keep expanding the pygame functionality, allowing us to more closely mirror what an actual player would look like in the game. We will continue to address the issues and goals we created in the design process for the project (incorporating user drawings, implementing simultaneous turns for the players, improved menu and settings UI).

1. **Stakeholder Communication**

Dear Stakeholders,

I hope all is well; we are writing to provide you with an update on the progress and current status of the project.

We have successfully completed the game design and planning for the project. The team now shares a vision of what the result of the project will be. This includes the breaking down and delegation of responsibility for all parts of the project, as well as the establishment of an effective communication method in order to achieve the project's goals by the deadline.

We have embarked on the creation of the basis for our application. We currently have a login/password functionality set up within our program. We also developed the player models to the point where they are able to move around. Currently, two different players are able to connect to a server that runs our game.

We are well within the timeframe to complete the project on schedule. Next increment will be more coding heavy as we get closer to the deadline. Many of the app's features like turns, drawing, and improved functionality will be a point of emphasis for our team in this upcoming increment.

So far, the project has operated well with no real issues or trouble occurring. If we can continue down this path, the project will remain in scope and be completed on time.

We will be committed to communication and continuous improvement of the project overall. Regular feedback and open dialogue are key factors in our development process. Your insights are extremely valuable, and we will continue to integrate your feedback into the project.

Thank you for the support and trust you share with us in the development of this project. Please reach out to us if you have any questions or need further information.

Sincerely,

Group #2

1. **Link to video**

https://youtu.be/T5knCtWv5Ko