Progress Report
- Increment 1 -
Group #19

1) Team Members

Brandon Embleton – bge22 – BrandonE04

Gabriel Clewis – gsc22c - fernthefloragato

Justin Taing - jt21h - Taingj1

2) Project Title and Description

This Project will be a 2d, turn-based RPG, called Thronebreaker, with the focus being the battle system, connected by overworld gameplay. It will take place in a fantasy setting, with the story being told through text-based cutscenes. It will consist of an overworld section where you encounter enemies and are shifted into a battle scene when you are caught.

3) Accomplishments and overall project status during this increment

We filled our level and boss level with content so that they have content that the player can interact with instead of just empty rooms. Since the enemies are now connected to the battle sequence, most of the actual content for the game is finished, leaving us mostly only superficial content for increment 3.

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment

This increment was a bit shorter, so it was harder to fit as many things as the first increment, especially with other classes, so content-wise there is a lot less than we'd like despite it adding a lot to the overall functionality of the game. The scope generally remained the same, though we may end up scrapping some ideas for increment 3 if they end up becoming too intensive.

5) Team Member Contribution for this increment

a) We all contributed to all portions of the progress report in person, but Brandon typed it up

b) We all contributed to all portions of the requirements and design document in person, but Justin typed it up

c) We all contributed to all portions of the implementation and testing document in person, but Gabe typed it up

d)

Gabe – enemy detection, enemy to battle scene transition

Justin – Main menu changes, audio additions

Brandon – Enemy patrol points, addition of enemies to levels

e) We all contributed to the video, each voicing over our portion, but Brandon clipped it together

e) Plans for the next increment

For the next increment, we hope to polish our game before we consider it finished. This means improving the current sprites we have for the enemies and player, as well as adding story, visual assets for the main menu and cutscene, and audio components. Additionally, we have to tie all of our scenes together so that they are all one coherent game instead of a group of unrelated scenes.

f) Stakeholder Communication

Dear Shareholders,

I'm proud to announce that the second increment was a great success. Since concessions were made in our scope last increment, our overall productivity has increased. Our once bare levels are now filled with enemies for the player to avoid or choose to fight, based on their desired playstyle. This way, the difficulty is also decided by the player, so that we may better advertise our product to a larger audience, both casual and hardcore. Additionally, the connection of the overworld to the battle scene, makes it so the main gameplay loop of the game is complete, so that the game can be played in its most bare state.

With the final increment, we will polish this into a final product worthy of putting on the market, with a story that reflects our passion for its development. The audio additions are the first sign of this, with their inclusion better immersing the player in the setting and making the game appear to be a much more intricate project overall.

We hope that these changes can be a sign of what is to come for our final product as we begin to enter the last stage of Thronebreaker's development.

Thank you for your time and trust,
The development team

g) Link to video
https://youtu.be/l1MGgyohSyE