

# **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 had one level designed as well as a boss fight section for that level. We have made great progress in terms of functionality, though we have chosen to abandon the idea of input-based attacks for the sake of time. We mostly have to connect to separate parts that we are working on individually.

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

The only problem that we ran into in this increment was that we believe the original proposal may be too much to complete in the given amount of time and therefore have chosen to scrap portions of the original battle system. We have also chosen to use public assets for most things, in place of making our own. Additionally, some of us had little or no experience with unity, so there was a learning curve at the beginning.

#### **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 – All the battle system, Enemy and Player battle code, Player movement, and battle scene design.

Justin – Main menu functionality and cutscene

Brandon – Level 1 scene, Level 1 boss scene, and enemy movement

- e) We all contributed to the video, each voicing over our portion, but Brandon clipped it together and Gabe wrote the script

#### **e) Plans for the next increment**

For the next increment, we hope to expand on the foundations that we have laid, for example, we hope to finish the battle system, as well as connect it to the overworld. We also hope to expand the number of levels that we have and the functionality of the enemies within them, as well as adding some sound design.

**f) Stakeholder Communication**

**g)**

Dear Shareholders,

I'm excited to announce that we have made great progress during our first increment and the foundation has been laid for a successful and robust final product. Our battle system in particular is more detailed than we had anticipated in this phase of development. In addition to this, the first level design is complete along with the basic mechanics, such as both player and enemy movements. This will allow us to allocate more time and effort into the expansion of both the mechanics and the overworld, allowing us to implement a 2nd level and potentially a 3rd.

Our plans for expansion consist of overhauling the enemy movement, allowing them to move between multiple points to create a more dynamic environment, as well as connecting all the pieces together, so that we will have a functioning product by the end of the second increment, giving us the entire third increment to perfect the product for our consumers.

However, in light of our efforts to increase the time spent playing the game and getting the essential functions fully working, we have decided to shift focus from the implementation of timed player inputs in the battle system to decide the outcome of attacks and instead opt for a menu-based attack system with consistent damage outputs. Doing this will ensure us a clean and timely launch, giving us ample time to eliminate any bugs that may appear during the development process as well as polishing the game in other ways, making it an overall more appetizing experience for the consumer.

Thank you for your time and trust,  
The development team

**h) Link to video**

<https://youtu.be/8KVlvN2V8gs>