

Progress Report

- Increment 3 -

Group #14

1) Team Members

(Name, FSU ID, Github ID)

Joseph Schmitt, jcs20fh, JoeSchmitt-2

Tyler Starling, jts20cz, Tetherly

Nathan Zhao, nyz18, nyz18

Talal Mahmoudi, tkml6c, Talal-mahmoudi

Sergio Pantoja, sp19p, sergiopan19

2) Project Title and Description

Keyboard Racer – A Piano Tile and Guitar Hero inspired music game where the player matches the timing of falling indicators with the corresponding key. Players that successfully hit the correct corresponding note are rewarded points and increment their note streak. Players that do not hit the correct note are prompted with a missed note audio clip and will have their streak reset.

3) Accomplishments and Overall Project Status During Increment

During this final increment, our team focused mainly on smoothing out the rough edges of this project and finalize any additional features. We have improved the overall functionality of the game – namely score keeping and additional audio cues – and game menu functionality such as the game settings menu. Players may now revert to the main menu using the ESC key when in the game scene.

4) Challenges, Changes, and Scope

One of the main challenges that most group members faces was the shift between Unity's collaborate feature and Plastic SCM. Most members were required to learn how to work with Plastic SCM and others struggled to get it to work on their Unity workspace. This was resolved in a short amount of time. Certain features took longer than expected to implement due to certain conflicts within the Unity API which slowed development.

5) Team Member Contribution

a) Documentation (progress reports, requirements, design documents, implementation, and testing documents) – All documentation for this project is a product of collaborative effort by all members of the development team. Collaboration was held over Discord where everyone could share and view their screens and give feedback on implementation, testing, requirements, and design documentation.

b) Source Code

- i. Joseph Schmitt – UI related code for piano key functions such as highlight function.
- ii. Tyler Starling – Score increment, streak, collision detection, and escape feature implementation.
- iii. Nathan Zhao – Implementation of all menus including setting and main menu.
- iv. Talal Mahmoudi – UI related code and implementation of missed notes.
- v. Sergio Pantoja – Scripts related to notes, missed note audio, and all note related prefabs.

e) Video – Video demo for this project is a product of a collaborative effort by all members of the development team. Collaborative was held over Discord where everyone could share and view their screens. Recording of this demo was done using Joseph Schmitt's machine.