**Progress Report**

**- Increment 1 -**

**Group #4**

*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 | FSU ID | GitHub |
| *Andrew Franklin* | *apf19e* | Andr3wx |
| *Bret Steadman* | *brs19c* | BSteadman321 |
| *William Harter* | *wdh17b* | wdharter |
| *William Spearman* | *wms19* | WilliamSpear1 |

1. **Project Title and Description**

*Untitled Side-scrolling Parallax Platformer/Shooter*

*The game is geared to be a 2D Side-Scrolling platformer that utilizes a parallax-effect background. Multiple levels are planned, with enemies, health, and potential future weapon variations later down the line.*

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

*Initially the plan was to implement a top-down perspective but due to the experience and background of the group members it was decided to pivot to a 2D side-scrolling game instead. Some work had to be sacrificed to take the game in this new direction, but as a result we have a working proof of concept. This new version now has an animated protagonist with movement implemented, (left, right, jump) and even a shooting animation, paired with projectiles. As the character runs, the background layers move relative to one another to create the illusion of parallax just like a movie camera would produce. A very early version of an enemy has also been implemented, which tracks the player, and can be destroyed by the players projectiles.*

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

*Most challenging in this increment was negotiating creative differences to build up momentum and make tangible progress. Everyone had a different idea of what the game might look like, and the scope of 2D Shooter left a lot to be determined. How to get started was challenging, and ultimately required one person’s creative initiative on which others could piggyback and run with.*

*One of the more notable changes is the change away from top-down to side-scrolling. This change allowed work on the mapping to be cut down drastically as the parallax background repeats itself, it also helped us to rally around one creative vision to pursue and commit to. A proof-of-concept was also more quickly achieved.*

*Most of what went wrong could be chalked up to miscommunications and misunderstandings among group members on creative direction. Many seem to be content to work alone which can lead to periods where nobody communicates who is working on what. We are taking steps to ensure that going forward there is more regular communication and meetings between members.*

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

*The Progress report was written by all members collaboratively, with one typing out collective answers.*

*Requirements and design document was worked on by multiple members as well similarly to the progress report.*

*The Implementation and testing document was written in a similar process as described above.*

*Source code was written collaboratively. Bret worked on the parallax background, Andrew on player movement, Will S. on the enemy, and Will H. on animations. Resources where shared back and forth in the form of tutorials and assets to get everyone up to speed.*

*Video was presented by Bret with creative input from other members.*

1. **Plans for the next increment**

*Plans for the next increment include implementing player health, platforms to vary the environment, and multiple enemies.*

1. **Link to video**

[*https://youtu.be/3\_kTA2HCBpg*](https://youtu.be/3_kTA2HCBpg)