**Progress Report**

**- Increment 2 -**

**Group #4**

# 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**

*MegaBot vs. Merge Monsters (Working Title)*

*The game is geared to be a 2D Side-Scrolling platformer that utilizes a parallax-effect background. The aim is to have multiple levels, enemies, player, and enemy health. Platforms on which the player can jump, multiple weapons, and checkpoints to mark progress or reset to upon player death.*

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

*As mentioned in the last iteration our game 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.*

*Several enemies have been implemented which can detect when they hit the player to decrement player health and have their own health which the player can reduce by shooting them.*

*Platforms, and by extension level borders have been added to limit the movement of the player to prevent them from moving ‘out of bounds’.*

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

*Whereas in the previous iteration our primary issue was getting our footing and finding creative consensus, with this iteration the issue was more the fragmentation of work. Everyone had a feature that they chose, and they worked on or continued to develop. This was done using branches and commits to those branches that needed later merging back into main.*

*This is when the largest challenges arose. Merging as many branches as added features proved to be… troublesome, and fundamentally changed the way we decided to go about working in the future. Whereas our original plan was to branch per feature and merge once the feature was in a workable state, the new plan is to just commit changes to the main branch right away, thereby limiting possible conflicts down the road as individuals change the project more and more.*

*The Scope of the project is still maintained, although possibly slightly more limited for the time being. There is some though towards adding more levels or backgrounds music etc… but really the core gameplay and mechanics are still the focus before we expand to a variety of levels/environments.*

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

*The Progress report was written by Will H. with input from all other members.*

*Requirements and design document was worked on by Andrew.*

*The Implementation and testing documents were written by Will S.*

*Source code was written collaboratively. Will H. worked on platforms and collision tweaks, Andrew on player health and UI, Will S. on the enemies and hit detection, Bret on camera fixes & player invulnerability. Resources and input on various features were shared back and forth.*

*Video was presented collaboratively via Zoom Call recording with each member presenting their features*

1. **Plans for the next increment**

* Tweak level design to be more ‘player friendly’
* Fix bugs and fully implement health bar
* Implement checkpoints and respawning upon player death
* More levels
* Multiple weapons
* Further develop and tweak enemy AI/attributes

1. **Link to video**

[**https://youtu.be/ETLmvXdBiUA**](https://youtu.be/ETLmvXdBiUA)