**Progress Report**

**- Increment 3 -**

**Group #4**

# Team Members

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| 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**

Adventures of Megabot is a 2D Side-Scrolling platformer in the style of the original Nintendo Entertainment System Megaman games. The game consists of 4 levels, multiple enemy types, multiple types of weapons, player and enemy health systems.

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

A title scene has been added at the beginning of our game as well as a credits scene after the last level is competed. The number of levels in the game has gone from one uncomplete test level to four finished levels complete with transitions between title screen, each of the four levels, then finally the end credits during this increment. Also, two new weapon types for Megabot have been added, increasing the number from the lone default weapon to three different weapon types. Also, a “death” has been added for when Megabot’s health reaches zero where the current level will be restarted (whereas before nothing would happen when Megabot’s health reached zero).

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

This iteration was a challenge because it was finally time to bring all the parts and pieces, we had setup in the first two increments into one cohesive package and to expand what we had made into a cohesive, entire (albeit short) game. To do this we did what worked best for us during the first two increments and attempted to break each member’s work duties into completely fragments pieces so each member could work as independently as possible with whatever worked for their particular schedule. This allowed us all to work freely until the last few days when we put the completed pieces together and fixed any resulting bugs which were minor. Overall, the entire process went almost shockingly smoothly, and I would say this was the easiest increment of the three.

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

The Progress report was written by Bret Steadman with input from all other members.

Requirements and design document was written by Andrew.

The Implementation and testing documents were written by Will Spearman.

Source code was written collaboratively. Will H. created all four levels, Andrew on player death/respawn as well as the title screen, Will S. on scene transitions as well as the end credits scene, Bret on implementing two new weapons with level pickups. 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 (except Will Spearman who was not able to because of a sudden work conflict, but he provided us with a complete list of what he had done).

1. **Plans for the next increment**

**N/A**

1. **Link to video**

https://youtu.be/5p0Zh\_KyMH4