**Progress Report**

Increment 1

Group 20

Team Members:

* Ian Guincho, ipg18, ianguincho
* Yuxiang Liu (Tony), yl18c, Yliu1234
* Christopher Alvarez, cba18, ChrisBrian
* Ardonniss Zimero asz19

Project Title and Description:

Aurelia, 2D pixelated platformer similar to Celeste with a series of levels that the player has to complete as the objective of the game.

Accomplishments and overall project status during this increment:

Start Screen and Options menu with graphics, audio, and keybinds. Player Movement, Tile Map for making levels, Refactored player movement to use Unity’s new input system to allow for dynamic key rebinds. Test level and pause screen. Also obtained a basic understanding of Unity.

Challenges, changes in the plan and scope of the project and things that went wrong

during this increment:

Using the new input system has been a challenge because while it allows for greater

Precision input control, it is very confusing to use.

Keeping the project organized for more streamlined development has also been a

Challenge because nobody has designed a game before.

We still haven’t figured out github so we have not been cohesive with our code

Development because reasons.

Team Member Contribution for this increment

Ian-Start Screen UI and implementation code. Options Menu along with the code that implements the options, Player code and new Input System. Pause Screen UI and implementation code

Tony-Added snow particle system in the main menu along with accompanying code, button animations, player name animations, player movement code, death animation, death by falling code, death by trap code, level prototype, tile palette, added character direction turning.

Chris-Save System Prototype, Contributed to refactoring Player code, Level prototype

Ardonniss- Researching audio implementation and accompanying code.

We did all the templates and the video together in google documents. Everyone was typing in all the sections and we all peer reviewed each other.

Plans for the next increment

Start making a variety of levels so we can start implementing the save and load features in the game.

Continue working on the animation in the game such as camera shakes, transitions from one level to the next,etc.

Improve player movement code

Adding save and load

Improving trap code for spikes

Strategize how to keep track of statistics like deaths and time played

Add stamina to the player

Improve Jump code and add climb and dash to the player

Link to video

[CEN4090L Group Video Presentation - YouTube](https://www.youtube.com/watch?v=5JvWEd1FnXc)