**Progress Report**

Increment 3

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:

Changed the main character for the game and added the new animation for the character. The animations that were added was running, climbing, jumping, and falling. To accompany the character’s new movement and make it more visual impressive we made added particle effects and other visual effect to make the character movement more visual impressive. In addition to the new character, we added multiple Tile sets and with them created new maps. In this increment we fixed some of the issue we had with the movement and made it more solid. For the movement we implement forces to allow the movement to feel more responsive. In addition, we fine-tuned the dash and climbing.

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

during this increment:

The biggest challenge that we faced was that no one in our group really had an artistic background so creating animations and a tile sets using pixel proved to be really time consuming and didn’t quite turn out how we envisioned. In addition to that we discovered that we had minor issue with our camera that impacted our game greatly, so we had to revert back to a previous version of our camera implementation in order to ensure the levels we development was cohesive.

Team Member Contribution for this increment

Ian- Audio options screen UI as well as the code to update the UI when the player slides the bar. Minor code changes to the pause menu and player input system.

Tony- made 5 levels and the credit scene, made changes to the camera, added dash effect, movement particle effect, added and fixed the animations for the new character, such as climb and dash, added lighting, glows and shadows into the game, added color correction and bloom to the final look for the game.

Chris- Climb code, helped Tony with the level design, added camera sub-level movement with the accompanying code

Ardonniss- Worked on dash, improved the climb code, improved the movement, added forces to the movement. Created character, created animation for new character. Added Tile sets to unity. Helped with level design.

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

There is no upcoming increment.

Link to video