**Progress Report**

Increment 2

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:

Fixed an issue where the player sticks to walls as he fell in pits, added camera movement from one sub-level to another, with a constant camera transition. Made a more realistic level in Celeste. Improved the climb code. Added save and load implementation into the game.

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

during this increment:

The player climbing code is super glitchy with the player only being to climb about 50% of the time.

Also moving forward and climbing was nearly impossible as the player can not do both at the same

time.

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

Challenge because nobody has designed a game before.

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

Development because reasons.

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- previous level code, level design, tile palette with trap png as the actual trap, save and load feature implemented, helped Chris with the camera movement, fixed an animation bug in the buttons.

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, added controller keybinds.

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

Add player statistics such as death count, stamina bar (hopefully), time completed etc.

Try and perfect the climb, make the dash better by removing the glitches, and getting those into the keybinds.

Work on levels, and make them more challenging.

Finish the save and load and make sure it works properly.

If we have more time, we can definitely start to make the game look more visually

Pleasing with glows, shadows, particle effects, etc.

Link to video