Progress Report
- Increment 2 -
Group #30

1) Team Members

Griffin Guthrie: gkg22: griffgut
Chris Cocose: cwc21e: chriscocose
Wesley Yawn: way23: Yawner01
Javier Quiroz: jq21b: Yikazoid

2) Project Title and Description

Our project is a 2D platformer game made in Unity that involves playing as a robot and using several different attachments to traverse a junkyard.

3) Accomplishments and overall project status during this increment

In this increment we focused on refining the movement system since it was buggy in the last increment, getting the animations done for the player character movement, completing another attachment and overall refining the basics of our program. Overall, we are in a good position to keep moving forward.

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment

In this increment we had a lot more bugs such as one that was carried over from the previous increment that dealt with the movement system. Essentially, we had two colliders in Unity in the player character and they were hitting each other so to fix that we just disabled one of them and the movement was smoother. We basically had a bunch of small bugs that were quickly fixed.

5) Team Member Contribution for this increment

Griffin Guthrie:
- A. For the progress report, I wrote the StakeHolder Communication and The Team Member Contribution sections while helping edit other parts of the document.
- B. For the RD document I worked on the Use Case Diagram and Class Diagram sections using draw.io to make the diagrams.
- C. For the IT document I worked on the programming languages section and wrote about the reasons behind why we chose C# as our programming language I also wrote section 3.
- D. I spent most of this increment just helping solve bugs such as the collider bug previously mentioned and assisting people code if they asked for help
- E. I helped edit the video and provide suggestions

Chris Cocose:
- A. For the progress report, Chris wrote the Next Increment Section and the Team Members section and assisted in editing the other sections of this document.
- B. For the RD document, he wrote the Operating Environment section and the Non-functional requirements.
- C. For the IT document, Chris wrote part of the Platforms sections specifically the section describing why we picked Unity while helped edit the rest of the document.
- D. For the source code, Chris did a majority of the UI elements and created custom sprites for the UI using aesprite will also assisting in debugging.

E. Assisted in determining what we required in the video by helping fix up the initial recording of the video.

Wesley Yawn:

A. For the Progress Report, Wesley wrote the Project Title and the Accomplishments sections while also assisting in editing other sections.
B. For the RD document, I wrote the Assumptions and Dependencies section and assisted in editing the other sections of the document.
C. For the IT document Wesley assisted in editing the IT document and wrote the section 5.
D. For the code Wesley focused on updating and fixing the movement code while adding a sprint and other movement features.
E. Helped fix up the initial video.

Javier Quiroz:

A. For the Progress Report, Javier wrote the Challenges and Plans while also helping assist in editing other parts of this document.
B. For the RD document Javier wrote the Functional Requirements and Overview sections and assisted in editing several other sections of the document.
C. For the IT document Javier wrote the part in the Platforms section about aesprite and why we use it in our program and also wrote section 4.
D. Javier focused on developing a shield for the player, getting the sprite work and animations done and helped with the updated movement as he had created the initial movement that we used.
E. Recorded the video for us.

6) **Plans for the next increment**

For the next increment we plan on having at least a full level complete with movement and attachments and everything we have planned so far like the attachment swapping and all of that. As it is the final increment, we really want a level done and are hoping to get two done. We also want to add enemies and combat into the game, but this may be cut depending on the time we have left.

7) **Stakeholder Communication**
Good Afternoon, we have made progress developing the 2D platformer and have achieved a lot since the last email. Our goal was to refine the movement as we had bugs that were prevalent in the program that related to the movement. We have fixed these issues and have also successfully implemented a sprint button for the user. We also created the UI and got it up and running. We developed custom sprite art for the UI and Player Character while also developing the background of the level so that our game looks better for the user. Overall, we have made a great deal of progress in refining the mechanics of the game and now we will be trying to move on to getting a full level complete. We also developed animations for the walk cycle, UI and grappling hook that work and improve the user experience by making the game look significantly. Ultimately, we have made good progress towards finishing the game and hope to keep up our momentum.

8) **Link to video:** *https://youtu.be/MWWB0tA2p2Q*