**Progress Report**

**- Increment 1-**

**Group #30**

# Team Members

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Griffin Guthrie: gkg22: griffgut

Chris Cocose: cwc21e: chriscocose

Wesley Yawn: way23: Yawner01

Javier Quiroz: jq21b: Yikazoid

1. **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.

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

In this increment we set up our issue tracker with what we believed were the most necessary aspects for our project. We have set up our Unity project and successfully created a player character that can move in any direction we require and have developed a grappling hook attachment for the player to use to progress through a level faster. Overall the project is in a good spot at the moment and we are making good progress to reach the initial scope and functionality we have proposed.

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

One challenge in this increment was getting everyone to meet up and finding a good time to work on the project. We solved this by creating a Discord meeting and have been using it to host meetings or if one of us has questions about the code we can have a chat in the discord and discuss our code without needing to meet up in person constantly. We also had a problem trying to get GitHub to work with Unity and we solved this by having everyone install GitHub Desktop to help with using GitHub with Unity since Unity doesn’t have a way to link to GitHub without GitHub desktop.

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

Griffin Guthrie:

1. For the progress report, I wrote the StakeHolder Communication and The Team Member Contribution sections while helping edit other parts of the document.
2. For the RD document I worked on the Use Case Diagram and Class Diagram sections using draw.io to make the diagrams.
3. 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.
4. I developed the grappling hook attachment for our project which involved used a 2D joint, line renderer and a script in Unity to draw a line to a surface that the user can grapple to and then pulls them towards wherever their mouse click is unless it isn’t a surface and the player is just clicking the air.
5. I recorded the video and described everything that was required of me in said video.

Chris Cocose:

1. 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.
2. For the RD document, he wrote the Operating Environment section and the Non-functional requirements.
3. For the IT document, Chris wrote part of the Platforms sections specifically the section describing why we picked Unity.
4. For the source code, Chris helped get us started with Unity and helped contribute to determine the requirements of the source code that we needed through helping develop the initial setup of our issue tracker.
5. Assisted in determining what we required in the video by helping fix up the initial recording of the video.

Wesley Yawn:

1. For the Progress Report, Wesley wrote the Project Title and the Accomplishments sections while also assisting in editing other sections.
2. For the RD document wrote the Assumptions and Dependencies section and assisted in editing the other sections of the document.
3. For the IT document Wesley assisted in editing the IT document as we didn’t have a lot to put in the document as it is only Increment 1 and we aren’t supposed to fill out other sections other than the first two.
4. For the source code Wesley began doing some level design for the first level of the program.
5. Helped fix up the initial video.

Javier Quiroz:

1. For the Progress Report, Javier wrote the Challenges and Plans while also helping assist in editing other parts of this document.
2. For the RD document Javier wrote the Functional Requirements and Overview sections and assisted in editing several other sections of the document.
3. For the IT document Javier wrote the part in the Platforms section about aesprite and why we use it in our program.
4. Javier wrote and developed the initial player character movement and the sprite work that we use for our player character. This includes him fully completing the movement in our project which includes the players ability to move left, right, and jump.
5. Also helped edit the initial video.
6. **Plans for the next increment**

Our plan for the next increment is to get more attachments working for the player character and get a level done so that we can fully test our game on a fully functioning level.

1. **Stakeholder Communication**

Good Afternoon, we have made significant progress in the development of the 2D platformer. We have achieved what we strived and were able to create a player that is able to move and jump and also capable of using a grappling hook that lets them traverse a level. Essentially we also were able to develop our own design for the player character that functions properly. This is great progress but we did have a setback when trying to schedule meetings and have now moved meetings to online instead of in person to facilitate better communication while developing our program. On top of this our player character doesn’t have any animations for when it moves or uses the grappling hook. These are issues we will fix soon and we will email you as soon as we have. Ultimately despite setbacks the project is in a good spot for development and we shall continue to develop it further and continue this positive momentum that we have at this moment in time.

1. **Link to video**

<https://youtu.be/I9kgkdP83I8?si=-EAJiN7-_cxbDW6c>