**Progress Report**

**- Increment 1 -**

**Group #TANX**

# Team Members

Andrew Thrash, Alexander Gentry, Blake Antone, Nolan Monahan

1. **Project Title and Description**

Project Title: Tanx

We are building a reimagined version of the Tanks game from Wii-Play, implementing a computer-based version that allows users to play through multiple levels of varying difficulty. The main differences between our version and the original will be the obvious omission of Wii-based technologies, but in actual gameplay we will build wholly new levels that allow the users to experience the game in a completely different way.

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

Throughout this increment, we have developed a much more stable idea of our project and how we are going to implement it. We have changed our design platforms to something that makes development of our project much more intuitive and simple, with the tradeoff being we have to learn a programming language that our whole group has limited to no experience developing in. We have also specified some key components in our project as a whole. These specifications include how user input is going to work, what AI we want and some of their simple functions, how we are splitting functionality and certain ideas up into classes/objects, and how we are splitting tasks among group members.

Additionally, we have a small piece of test code that is extremely basic in its functionality and shows the core idea we want with tank movement and level design. We do not have a lot of code working, but we are familiarizing ourselves with Javascript and Phaser so we can develop more code that builds off some of the core functionality of our test code.

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

The biggest challenge during this increment was to build the basis for the entire project, trying to foresee any software requirements and development so that we are not behind moving forward has been the main focus. Fortunately for us now, this is not a process that will have true repercussions at this step, so there isn’t much trouble simply setting it up; instead, our focus is to be diligent in this process and not skimp out on work for the sake of time now given that it will amount to much more work in future increments.

The scope and goal of the project have not changed too drastically, but the language we are using has changed, as we found that there was a little too steep of a learning curve for SDL, but JavaScript’s Phaser will allow us to get over this initial trouble much quicker.

Nothing notable has gone wrong through this phase. We have just been working on developing the most efficient manners of communication and collaboration across the start of our project since these will surely affect the effort levels and communication across the rest of our project’s lifetime.

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

Andrew Thrash — **Progress Report** sc. 1, 2, 4, 5, 6; **RD** sc. 5; **IT Doc** sc. 1, 2; **Source Code** --; **Video/Presentation** “edited” video and did overview and future iterations

Nolan Monahan — **Progress Report** sc. --; **RD** sc. 2, 5; **IT Doc** sc. --; **Source Code** --; **Video/Presentation** Talked about state of project

Alexander Gentry — **Progress Report** sc. 3; **RD** sc. 2, 7; **IT** **Doc** sc. --; **Source** **Code** --; **Video/Presentation** Spoke about changes in project

Blake Antone — **Progress** **Report** sc. --; **RD** sc. 1, 3, 6, 7 ; **IT** **Doc** sc. --; **Source** **Code** basic testing system, code implementation, and foundations for future development; **Video/Presentation** Gave demo

1. **Plans for the next increment**

We plan to continue development on a much more streamlined scale through the coming iterations of the project. Specifically, now that we will have built a strong foundation for the project moving forward, we can better delegate work and continue on personal tasks while meeting on a regular basis to ensure that we are on the same page. The largest goal for the next increment is to have a strong foundation for each of our portions–we want to have a good system for user input and movement, strong basis for each level’s design, a functional stage selector and menu screen, and a smart AI system that allows users to have competitive games alone.

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1. **Link to video**

[*https://youtu.be/Bo\_ASgnL81U*](https://youtu.be/Bo_ASgnL81U)