Progress Report
- Increment 1 -
Group #8

1) **Team Members**
   - *Ash Cortez*
     - FSU ID: aac22i
     - Git ID: acortez1003
   - *Taj Bhuiyan:*
     - FSU ID: trb17
     - Git ID: tajzx100
   - *Taylor Rubin:*
     - FSU ID: tmr21d
     - Git ID: trubin12
   - *Zak Kamal:*
     - FSU ID: zjk21
     - Git ID: Sanity1305
   - *John Monterrey:*
     - FSU ID: jrm21w
     - Git ID: johnrmc03

2) **Project Title and Description**
   - Ascend: Path of No Return is a metroidvania game where the player can explore a map and interact with items and NPCs to progress through the map. There will sometimes be enemies that the user will have to defeat to gain items, and the goal is to get through the map and ascend.

3) **Accomplishments and overall project status during this increment**
   - In this increment we focused on getting the basic elements of the player, map, enemies and items working in a simplistic level within the Godot gaming engine. We also implemented a game-over menu to the tutorial level when the player interacts with an enemy.

4) **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**
   - *Challenges:*
     - *Changes:* We have shifted from a combination of a rogue-like to just focusing on the metroidvania aspect. We did this because rogue-likes involve a lot of possibilities and multiple playthroughs, so we would need to add many different items and upgrade possibilities to apply

replay-ability. This also caused us to change how we thought of the map. We went from levels to just one map that the player explores. We did this to better fit the genre of a metroidvania.

- *Things that went wrong:*
  - *Git Integration:* Originally, we went about separate ways of pushing our files to git and created duplicates of the Godot project, causing issues further down the line since Godot struggled to recognize the proper project.
  - The current implementation of the game-over screen causes it to appear when the player touches any object, not just an enemy. It also becomes off-centered on the screen based on the window size.

5) **Team Member Contribution for this increment**
   - *Ash:*
     - Progress Report:
       - #2 Project Title and Description
       - #4 Challenges: Changes
     - Requirements & Design Doc:
       - #1 Overview
       - #2 Functional Requirements for the coin
       - #3 Non-functional Requirements: 1-5
     - Worked on the Source Code for the Coin and all code associated with it.
     - Made the "Changes" portion of the video
   - *Zak:*
     - Progress Report:
       - #3 Accomplishments and project status during this increment
       - #4 Things that went wrong: Git Intergration
     - Requirements & Design Doc:
       - #2 Functional Requirements for the Enemy
       - #4/5 Use Case and Class diagrams: specifically, parts related to the enemy/enemy_sentinel
       - #6 Operating Environment
     - Worked on Source Code for the Enemy_Sentinel and all code associated with it.
     - Made the "Current Increment" portion of the video.
   - *John:*
     - Progress Report:
       - #3 Accomplishments and project status during this increment
       - #4 Things that went wrong: Git Intergration
       - #6 Plans for the next increment: UI
     - Requirements & Design Doc:
       - #2 Functional Requirements for the Game Over menu and Retry Button
       - #3 Non-functional Requirements: 6 & 7
     - Worked on the Source Code for showing the Game Over menu and getting the Retry button to take the player to the beginning of the scene
     - Made the "General Overview" portion of the video
   - *Taj:*
     - Progress Report:
       - #8 Video Link
     - Requirements & Design Doc:
       - #2 Functional Requirements for the Player
     - Created GitHub repository
     - Worked on the Source Code for player movement and animations

- o Made the "Demo" portion of the video
- o Provided OneDrive share to house all document templates for edit by group members
- • *Taylor:*
  - o Progress Report:
    - ▪ #3 Accomplishments and project status during this increment
    - ▪ #4 Things that went wrong: Git Intergration
  - o Requirements & Design Doc:
    - ▪ #2 Functional Requirements for the Map Collision
  - o Worked on the Source Code for the Map Collision and all code associated with it.
  - o Made the "Next Increment Overview" portion of the video

The Implementation and Testing Document was worked on by all of us during a meeting

6) Plans for the next increment

- • Items:
  - o Track the actual number of coins the player has collected
  - o Allow the player to spend coins for items
  - o Create more items / abilities that will need to used to unlock parts of the map
- • UI:
  - o Fully flesh out the Game Over Screen with the Retry button to have a better appearance and appear only when the player dies
  - o Get the Game Over screen to adjust based on window size
  - o Integrate a main menu that appears at the start which allows the player to start or exit the game
  - o Integrate a pause menu that allows the player to pause mid-game and either continue the game from where they left off or go to the main menu
- • Player:
  - o Have player deploy various weapons in order to attack enemy(ies).
  - o Possibly add additional characters based on weapon choice(s).

7) Stakeholder Communication

Dear Stakeholders,

To show our gratitude for your support throughout the development process of this project, the team behind Ascend: Path of No Return wishes to provide you with an update on the current status of the game as refinement and development continue. Since we are still in the beginning stages, our team's focus has been on implementing the core functionality and making any necessary adjustments to align the mechanics with our vision for a Metroidvania-inspired RPG and platformer-style game.

During this phase of development, the goal of our team was to implement the fundamental gameplay elements to create a simple demo of how our game would look. Some of the primary accomplishments we've made so far include:

- The Map: A simplified version of the first area of the map includes the ground and a platform, as well as the background.
- The Player: Basic player movements allow the player to move forwards and backward across the map, as well as interact with the map's elements by bumping into walls or jumping on and off the platform.
- Enemy Interactions: The player can interact with the basic enemy NPC, jumping on top of it or causing the game to end if they run into it. The enemy can also move towards and away from the player.
- Item interactions: We've set up the foundations for item collection by implementing coins that the player can pick up as they move across the map.
- Game Over Menu: A semi-functional Game Over screen has been implemented which appears when the player touches the enemy NPC and allows the user to retry the level by resetting the scene to the beginning.

As with any project, some challenges arose and prompted a shift in our focus toward what needs to be addressed during the following development phase. Such challenges include:

- Game genre and style: Initially, we wanted to incorporate rogue-like elements into the game, but after evaluating the scope of the project, and the amount of time and work that would be required, we decided to pivot and focus on the Metroidvania aspects of the game. This allowed us to refine the map as a single, explorable world rather than needing to implement the randomized levels commonly found in rogue-like games.
- Game Over screen issues: There currently exists a bug where the Game Over screen triggers upon interaction with any object, not just enemy NPCs. Additionally, the screen becomes misaligned based on window size. We are actively working on fixes for these issues.

Overall, our team is working our hardest to shape Ascend: Path of No Return into a game we can be proud of. While some challenges emerged, we are confidently looking toward the future and already have plans for upcoming features to implement. Be excited for updated game mechanics, user interface improvements, and player combat.

Thank you for your continued support, and we look forward to updating you about our progress soon.

Best regards,

Ascend: Path of No Return Development Team

8) **Link to video**
   https://www.youtube.com/watch?v=F8z5ngcgCcY