**Progress Report**

**- Increment 2 -**

**Group #8**

# Team Members

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1. **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.

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

* In this increment we enhanced various aspects of the map, player, enemy and UI to allow for the reuse of code in what we have planned for increment 3. Specifically, we worked out a starting menu and pause menu system for the game, a state-based machine for the enemies, player interaction with tools, a larger system to control the flow of menus and scenes and then elements within the map such as doors.

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

* ***Challenges:*** We continue to have some learning curves with the game engine, which slowed down the development process a bit as we explored the features and limitations Godot has to offer.
* ***Changes:*** We set up a plan for the map which has better helped us structure the game progression, which wasn’t planned originally. This helped clarify our goals as the structure of our map is crucial in a metroidvania.
* ***Things that went wrong:*** Time spent debugging things like camera-follow logic took longer than expected, which delayed work on other features.
  + Getting the menu buttons to resize according to the screen’s size was also a challenge that delayed further development of UI features.

1. **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
    - #6 Plans for next increment: Enemies
  + 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: Button resizing
    - #6 Plans for the next increment: UI
    - #7 Stakeholder Communication
  + Requirements & Design Doc:
    - #2 Functional Requirements for the Main Menu, Pause Button, and Pause Menu
    - #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
  + Implemented a Main Menu, Pause Menu, and Pause Button
  + 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
  + Made the “Demo” portion of the video
  + Provided OneDrive share to house all document templates for edit by group members
* ***Taylor:***
  + Progress Report:
    - #3 Accomplishments and project status during this increment
    - #4 Things that went wrong: Git Intergration
  + Requirements & Design Doc:
    - #2 Functional Requirements for Map, Created Test Map 2 and implemented Tile Sets for usage, Drew out a WIP map
  + Worked on the Source Code for the Map and all code associated with it.
  + Made the “Next Increment Overview” portion of the video

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

1. **Plans for the next increment**

* Map:
  + Complete all areas
  + Allow the player to spend coins for items
  + Create methods for player to unlock parts of the map and interact with items
* UI:
  + Fully flesh out the Game Over Screen with the Retry button to have a better appearance and appear only when the player dies
  + Get the Game Over, Main Menu, and Pause screens to adjust based on window size
  + Integrate a settings menu that allows the player to change certain game settings
  + Integrate a save feature to save the player’s progress
  + Add an inventory for picked up items
* Enemies:
  + Make multiple enemies of different types (i.e., ranged, melee, shielded, etc.)
  + Make at least one boss enemy
  + Have enemy state machines be smarter \*can track enemies up and down, jump, etc.)
* Player:
  + Player health meter
  + Add additional characters

1. **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 reaching the end stages of development, our team’s focus has been on expanding the core functionality and features within the game, while also making any necessary adjustments to align the mechanics with our vision for a Metroidvania-inspired RPG and platformer-style game within the given timeframe.

During this phase of development, the goal of our team was to implement a greater amount of gameplay elements to expand upon the simple demo we showed you last time. Some of the primary accomplishments we’ve made so far include:

* The Map: A more complete version of the first area of the map which includes multiple platforms, as well as a more detailed background. Not to mention doors which will lead to other areas.
* The Player: Basic player movements have been improved, allowing the player to move forwards and backward across the map more smoothly, as well as interact with the map’s elements by bumping into walls or jumping on and off the platform. The player can also attack with a sword.
* 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.
* Menu Implementation: A semi-functional Game Over screen has been implemented which appears when the player touchesthe enemy NPC and allows the user to retry the level by resetting the scene to the beginning. A fully functional Main Menu allows the player to start or exit the game, and the newly implemented pause menu allows the player to take a break and pick up where they left off or return to the main menu.

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. We will, however, be implementing differently themed areas within the map to provide a more expansive player experience.
* Menu screen issues: The buttons on the different menus currently do not change to reflect the window size, making them appear too large or small depending on the size of the window.

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

1. **Link to video**

[**https://www.youtube.com/watch?v=XQYwzy7ONyc**](https://www.youtube.com/watch?v=XQYwzy7ONyc)