**Progress Report**

**- Increment 2.0 -**

**Group #2**

# Team Members

*Please write the* ***name*** *of all the team members, their* ***FSU IDs****, and* ***GitHub IDs*** *here.*

Ricardo Jimenez – raj18bl – JimenezPlusPlus

Austin Leach – ajl16k - austinLeach

Bradford Greene – big16 warthogger14

Marc Montero – mam17k – mmont13

TiRon Anderson – tda16b – JamRon

1. **Project Title and Description**

Game title: Jurassic Expedition

A 2D adventure game with a turn-based combat system and puzzle solving elements. The player is a scientist who has gone back in time to retrieve a dinosaur egg for research purposes. Upon arrival, their time machine is damaged, and the player must complete a series of challenges in order to repair it.

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

* GitHub repository established by Austin
* Player movement controls by Austin

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

* Lack of communication and focus on project. As group leader, I think it falls on me to be more mindful of deadlines and ensure progress is being made. – Ricardo
* We have shifted away from the RPG element that was originally plan. The game will progress in a more linear fashion now. We may make it more dynamic depending on progress. – Ricardo
* Some of us are still learning how to use Unity and are getting accustomed to implementing code in a new environment. - Marc

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

*Please list each individual member and their contributions to* ***each of the deliverables in this increment*** *(be as detailed as possible). In other words, describe the contribution of each team member to:*

* 1. *the* ***progress report****, including the sections they wrote or contributed to*
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
  5. *the* ***video or presentation***
  6. Ricardo Jimenez – Uploaded increment documents to GitHub repository with information filled out (except for information needed to be done by other group members).
  7. Austin Leach – Implemented combat system for fighting the TRex
  8. Bradford Greene –
  9. Marc Montero – Implemented scene for the first puzzle, created prefabs for environment objects in the scene (rock, bush, tree, toolbox), bounded the camera to follow the player’s movement, and designed the tile map for the scene
  10. TiRon Anderson – Implemented title scene with main menu and how to play menu; added background music

1. **Plans for the next increment**

Further polish the combat system and add more combat scenarios throughout the game along with dialogue for the combat. - Austin

Finalized map of game (with characters, items, and event flags included) – Ricardo

Sprites for scientists and dinosaurs – Ricardo

Finish up the scene by implementing text box that displays clue to where the toolbox is hidden in the scene; adjust camera to show entire scene; implement other puzzle scenes - Marc

1. **Link to video**

<https://drive.google.com/file/d/1CsBIWaxAiV_0OTIqkpfs9APocjsyPthP/view?usp=sharing>

Note: in the video I state that the partner does not follow the player. That is incorrect, it will follow the player after pressing ‘E’ while next to it.