**Progress Report**

**- Increment 3 -**

**Group #2**

# Team Members

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**

* Created tile map that user will play on
* Added more sprites
* diagrams
* Placed a few dinosaurs in environment that interact with the player.
* Additional artwork provided.
* Switched from puzzle scene to maze scene. Now, player will have to collect the missing toolbox to fix the spaceship and win the game.

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

* Balancing project progress amid other classes, work, and other extracurriculars. – Ricardo
* Some of us are still learning how to use Unity and are getting accustomed to implementing code in a new environment. – Marc
* End of the year projects stacking up made it less productive. – Austin
* Mix of work and other classes, as well as needing communication more often even if not everyone is free. - Brad

1. **Team Member Contribution for this increment**
   1. Ricardo Jimenez – Created sprite for astronaut and pterodactyl. Implemented code that makes them chase player when they approach and chase them for at a set range.
   2. Austin Leach – Flushed out remaining parts of combat system. Added more unique combat scenarios. Scene transitions. Levers in cave.
   3. Bradford Greene – Fixes to layout and views into the void, smoothing out tiles. Added the new Cave interior
   4. Marc Montero – finished maze scene, fixed camera so that it shows a larger portion of the scene, and fixed collider for astronaut. Astronaut prefab would rotate when colliding with other objects. So, freezing the z position solved this issue.
   5. TiRon Anderson – Implemented title scene with main menu and how to play menu; added background music
2. **Plans for the next increment**

None

1. **Link to video**

https://drive.google.com/file/d/1Z4i2LT9pLAwHfPtmJW9jZqoYCa1vHYKG/view?usp=sharing