**Progress Report**

**- Increment 2 -**

**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
* Placed a few dinosaurs in environment that interact with the player.
* Additional artwork provided.

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
* Personally, need to push code more often so it isn’t overwritten when I have to pull. – 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**
   1. Ricardo Jimenez – Created sprite for T-Rex and Triceratops. Implemented code that makes them chase player when they approach and chase them for at a set range.
   2. Austin Leach – Implemented combat system for fighting the T-Rex
   3. Bradford Greene – Further map improvement, cleaned up tiles in the wrong layers
   4. 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
   5. TiRon Anderson – Implemented title scene with main menu and how to play menu; added background music
2. **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

Create needed case and class diagrams – Ricardo

Sprites for scientist, one more dinosaur and time machine parts – 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

Add in collision layers on ledges and design cave transition - Brad

1. **Link to video**

<https://drive.google.com/file/d/1MuTv-ZrgvIoQm72w377kSq4B9lasiYTD/view?usp=sharing>