

# **Progress Report**

## **- Increment 2 -**

### **Group 16**

*Please use this template to describe your progress on the group project in the latest increment. Please do not change the font, font size, margins or line spacing. All the text in italic should be removed from your final submission.*

#### **1) Team Members**

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

Kevin Sturge - KMS21C - xkb02

Asher Adams - AGA21G - ashergadams24

Robert Romero - RJR21H - bobromero

Valeria Torres - VT21A - kohoholint

#### **2) Project Title and Description**

Kingslayer is a roguelike game made in Godot that draws inspiration from Metroid, Castlevania, Neon Abyss, and The Binding of Isaac.

#### **3) Accomplishments and overall project status during this increment**

*Describe in detail what was accomplished during this increment and where your project stands overall compared to the initial scope and functionality proposed.*

The status of our project is in good standing. Our Kanban board in Trello (linked below) details our progress.

<https://trello.com/b/7biXirR4/cen-40901>

Overview:

- Main menu created
- Movement improvements
- Gameplay loop added
- Movement processes turned to finite state machines to allow for animated sprites
- Item system logic improved
- Switched from side-scrolling to top-down and made changes to movement accordingly
- Implemented player attack
- Added in tileset for the first dungeon
- Created and implemented player's idle animation and prototype sprites for a sword based attack and a magic projectile attack

#### **4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

*Please describe here in detail:*

*- anything that was challenging during this increment and how you dealt with the challenges*

*- any changes that occurred in the initial plan you had for the project or its scope. Describe the reasons for the changes.*

*- anything that went wrong during this increment*

A big challenge has been figuring out how to make the dungeon generator. The dungeon generator is a much harder task than we initially gave it credit for, and having time to come up with a proper solution has been a challenge.

We have also had to deal with conflict errors with certain scenes that end up breaking them in godot.

Kingslayer was originally intended to be a platformer with random dungeon generation, but has since transitioned to a top down perspective. Sprites that were initially created with the platformer design in mind had to be reworked for the new top-down perspective.

## 5) 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:*

- a) the **progress report**, including the sections they wrote or contributed to*
- b) the **requirements and design document**, including the sections they wrote or contributed to*
- c) the **implementation and testing document**, including the sections they wrote or contributed to*
- d) the **source code** (be detailed about **which** parts of the system each team member contributed to and **how**)*
- e) the **video or presentation***

### Asher Adams

- A. Sections 1-4, 6
- B. Sections 1-3
- C. All sections
- D. Enemy.gd, player.gd and related tscn files
- E.

### Robert Romero

- A. Section 4,5
- B.
- C. Sections 1,2 - updating what languages are being used
- D. Some fixes to the Player scene as well as redoing the dungeon generator code in c#.
- E. Wrote section 6,7

### Kevin Sturge

- A. section 6,7
- B. section 4
- C. section 4
- D. Deadscreen.tscn, PauseMenu.tscn, TitleScreen.tscn, SceneManager.gd, essentially worked on the gameplay loop, pause menu, scene transitions, and create the title screen with art.
- E. I created and narrated the video

### Valeria Torres

- A. Sections 1, 3, 4 and 6
- B.
- C. Section 2 - Adding Aseprite to the list of technologies used
- D. Added idle animation and prototype sprites to player.tscn. Added function calls to play animations in movement.gd and Player.gd. Also added TileMapLayer for dungeon generation to StartingRoom.tscn. Created a new directory "Sprite Sheets" to hold all sprite assets that will be used.
- E.

## 6) Plans for the next increment

*If this report is for the first or second increment, describe what are you planning to achieve in the next increment.*

- Implement life system

- Implement level select screen
- Create items
- Create and implement:
  - more animated player sprites
  - Player and enemy attack animations
  - Walking animations for enemies
  - Item sprites
- Improve upon combat between player and enemy
- Make more enemy types
- Refine dungeon generation
- Complete artwork and music
- create bosses
- add the tilesets to the game's levels.

## 7) Stakeholder Communication

*Draft an email communication to the stakeholders of the project succinctly communicating progress and current project status. The email should be intended for a non-technical audience that is expertly aware of the domain your application is designed for. You may not "break the fourth wall" or otherwise refer to the course in the email, instead, you should think about how setbacks or issues you encounter may reflect setbacks that happen in the larger context of production software development and explain them as such. The email should not exceed 500 words.*

Dear Stakeholder,

Since our last communication, we have made considerable progress. The combat system has been further refined, with projectile weapons being added to the player's arsenal, as well as a functioning health bar system. Not to mention that the gameplay loop has been established, cementing the product as minimally viable. A user can go from the title screen to the game itself, then to the pause screen, back to the game, and then die and be sent to the game over screen, and this loop repeats. A pause menu has also been established as well as artwork beginning to be added to various aspects of the game. The dungeon generation code has been converted to a new language, c#, and is nearly complete. Additionally, the game has been renamed to Kingslayer, to reflect the medieval fantasy theming of the game. In the coming weeks we hope to further refine our game. We are looking to add a lot more artwork, items, a life system, a level select system, animations, more enemies, and bosses. Significant challenges still lay ahead, such as the lack of time and bug fixing, but we have already completed the building blocks of our game, with that foundation laid, we are going to construct the final product.

Sincerely,  
Kingslayer Development Team.

## 8) Link to video

*Paste here the link to your video.*

<https://www.youtube.com/watch?v=IComcXNFEII>