

Progress Report

- Increment 1 -

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 -

2) Project Title and Description

Project Godot rogueLIKE - our project is a roguelike video game platform that takes inspiration from metroid, castlevania, neon abyss, and 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. Overall we have the basic logic in place for a number of aspects of the game. Our Kanban board in Trello (linked below) details our progress.

<https://trello.com/b/7biXirR4/agile-board-template-trello>

Overview:

- Github repository and Trello board were set up
- Created player, enemy, and basic health item entities
- Item system logic in place
- Created world scene for testing the game (will be the scene where game takes place)
- Created platforms
- High score display is implemented
- Coin system with coin counter that increases once coins are picked up
- Player
 - Implemented movement and knockback
 - Added health attribute
 - Player death occurs once health reaches 0
 - Attack logic is implemented but not functional
- Enemy
 - Enemy chases after player once detection zone is entered
 - Contact with player deals damage to player which is visibly represented as well as deals knockback to both
 - Enemy has health attribute with logic that causes enemy death once health reaches 0

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

- Merge conflicts
 - A big concern is mitigating merge conflicts that can be detected by git and runtime. There was an incident where merging the enemy system into main at the time produced an error with the item system and broke the game. No error was produced by git and it was only noticeable in a specific use case. This is not ideal and situations like this are inevitable.
- Scheduled meetings
 - Staying on track and making sure everyone is up to date was a main priority from the start. Having scheduled meetings helps us stay engaged makes it much easier to ask for help and allows for communication between group mates.
-

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***

Kevin Sturge

- a) Wrote progress report number 5 (this question), wrote the stakeholder email, wrote the title and description question
- b) Created the use case diagram.
- c) worked on the programming languages section, and talked about our non execution based testing.
- d) Added the coins, scoreboard, hud, and worked on some sprites for various items
- e) Helped with the outline of the video structure.

Asher Adams

- a) Completed part 3 (Accomplishments) of Progress Report
- b) Completed parts 1, 2, and 3 of RD Report
- c) Completed part 3 (Execution-based Functional Testing) of IT Report
- d) Basic dungeon generation logic (expanded upon by Robert), player health and death, enemy system, attack logic
- e) Video recording and editing

Robert Romero

- a) Video recording and part 4
- b) placeholder
- c) Wrote in part 2 and 4

- d) Set up the initial Godot environment, added and polished items system, working on dungeon generation
- e) recorded the video

Valeria Torres

- a) pushed the rest to complete it
- b) planning out the details and helping with part 6
- c) helped with doing 4
- d) Movement and art
- e) planning and support

6) Plans for the next increment

Add the gameplay loop, sprites and art, polish current systems and introduce new ones. Finish the current combat system. Report on how many serious merge conflicts and what they were.

7) Stakeholder Communication

Dear stakeholder,

The project has been on schedule so far. The team has been acclimating to the Godot engine well and we have been able to begin adding features thus far. We have been adding fundamental functional elements to our game, such as the item system, combat system, movement, HUD, and scoring system. These are all important building blocks that will be the foundation of our project's next stage. Some setbacks may lie in the large scope set out in the requirements taking a bit more time than expected, and also the need to create captivating artwork and music in our game. We have some art experience on our team but limited musical expertise. In the coming weeks we expect to finish our dungeon generation system in the game, to have the procedurally generated dungeons that were outlined in our proposal for the game. Once we complete these fundamental building blocks, the actual levels will come together with these pieces quite nicely.

Sincerely,

Project Godot rogueLIKE development Team

8) Link to video

Paste here the link to your video.

<https://youtu.be/9V6Vs1Mqif0>