

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:

- Player melee attack implemented, with enemy taking damage and receiving knockback on hit
- Boss fight created
- Added player attack animations
- Added enemy sprites, projectiles
- Music added to main menu and boss fight
- Dungeon Generator
- Game is deliverable!

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.

In this increment, there was also an issue in which the attack animations would not play. It turns out that the attack animations were set to replay once completed. Once that was disabled, the animations played as intended.

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

The enemy/player combat system had numerous issues along the way with things being broken from the variety of variables that went into the attacking system. Implementing projectiles also added another layer of complexity to this so many things had to be done and done again with it but in the end it was successfully working.

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. 3, 4, 5
- b.
- c. 1, 3
- d. Enemy.gd, player.gd, Music additions
- e.

Robert Romero

- a. this section and video
- b. section 7
- c. all sections
- d. Dungeon generator and general bug fixes and QOL changes
- e. recording and demoing

Kevin Sturge

- a. 7
- b. 4
- c. 5
- d. the projectile attack code, the final boss and related code, the win screen.
- e. I narrated part of the video.

Valeria Torres

- a. 3, 4
- b.
- c.
- d. Added player sprite running and attack animations and enemy walk animation.
- e. Narrated part of the video

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.

- N/A this is the final increment.

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,

We are pleased to inform you of the completion of our game, Kingslayer. After the last report, we have added all of the art, fully implemented the procedurally generated dungeon, added the final boss, created a way to win the game, and added projectiles that the player can shoot. Additionally, we added music to the game which really brings everything to life in the game. Since the initial development phase, we did have to scale back some features, like items, item shops, hub worlds, and multiple bosses. We have made sure that the things we have added are as polished as could be. We at the team hope this project met all of your expectations.

Best Regards

Project Kingslayer Development Team

8) Link to video

<https://youtu.be/IXoMsOfBoTs>