

Progress Report

- Increment 2 -

Group #12

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 (name, FSUID, GithubID)

Modibo Traore, mt16g, modibot

David Lee, dyl20b, dyl20b

Alejandro Osuna, ao18f, aosuna5861

Daniel Kovacs, djk19f, LivingBrovacs

Matthew Papageorge, mp20gu, mattpapa3

2) Project Title and Description

Super Lizard.

An isometric top down adventure game based on the gameplay of the original Frogger. Super Lizard takes inspiration from roguelike games in conjunction with Frogger by adding various levels, a traditional limited life and retry system, as well as potential expansions in the form of power ups or other features.

3) Accomplishments and overall project status during this increment

During this increment we finished making the original game of Frogger from which we can expand upon here. This increment includes our lizard on the screen which can traverse the road to avoid oncoming obstacles. Also implemented is the end goal from which the lizard is reset to the starting position and points are documented at the top of the screen. If the lizard is struck by an obstacle then points are deducted and reset.

At this current moment our game is finished in terms of having a functional Frogger game and now we need to implement the roguelike functions as originally planned. In terms of our initial scope we believe we can stay on track to get all the features in without breaking the game.

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

Some Challenges that came up during this increment were that whenever the project would be downloaded it appeared that all the assets would be there but not displayed in the way we wanted. It

actually came down to being a simple fix in that Unity can save a screen which is the placement of all the in game objects needed and that screen can be saved and exported.

Another challenge that came up was that we needed our objects or cars to delete themselves after a certain amount of time to save on memory, however when we deleted the game object it would delete the parent and as a result cars would stop producing in general. To fix this we made all clones into game objects themselves that would yield a certain time given and delete the game object keeping the original game object intact and producing.

So far there exists no changes in the current plan or its scope and we hope to implement levels and other roguelike functions soon now that the main game is finished.

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*

David Lee - Project Description, Accomplishments/Status, Challenges, Future Plan

*b) the **requirements and design document**, including the sections they wrote or contributed to*

David Lee - Overview, Use Case Diagram/Description, Sequence Diagram, Non Functional Requirements

Matthew Papageorge - Functional Requirements, Non Functional Requirements, Operating Environment, Assumptions/Dependencies

*c) the **implementation and testing document**, including the sections they wrote or contributed to*

David Lee - Programming Language, Technology/Platforms, Execution Based Functional Testing

Matthew Papageorge - Non-Execution based Testing, Execution based Non-Function testing

*d) the **source code** (be detailed about **which** parts of the system each team member contributed to and **how**)*

David Lee - MainLevelOneScene, CarScript.cs, CarSpawner.cs, EndGame.cs, LizardScript.cs, ScoreScript.cs

Modibo Traore - MainLevelOneScene, CarScript.cs, LizardScript.cs

*e) the **video or presentation***

David Lee - Video

6) Plans for the next increment

We hope to implement a lot of the roguelike features within the base Frogger game in the next increment. Features include various levels, coins/points randomly scattered to pick up, a life system, main menu/splash screen, and pickups or powerups.

7) Link to video

<https://youtu.be/eW11Zualfqk>