Progress Report

- Increment 3 -

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 fixed bugs that were occurring in the game and added new aspects to the game for design and gameplay. Some of the bugs that we fixed were cars spawning on top of each other and other memory management errors that were occurring from the game objects. Features that were added to the game were bugs that the lizard can “eat” to gain points, a start screen, a death/game over screen, raindrops to make the game more difficult, and a life count. In the end, we have a full functionally running frogger type game with different features.

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*

Matthew Papageorge - Accomplishments

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

Matthew Papageorge - Functional Requirements

David Lee - Assumptions/Dependencies, Diagrams

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

Matthew Papageorge - Execution Based Functional Testing

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

Matthew Papageorge - Death Screen, Fixed Car Spawning, Raindrop

David Lee - Bugs for Points, Bug spawning fixed, Raindrop Enemies, fixed scaling for fullscreen play

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

David Lee - Video

6) Plans for the next increment

This was our final increment for the game SuperLizard

7) Link to video

https://youtu.be/zjFVz69xf_8