

# **Progress Report**

## **- Increment 1 -**

### **Group #17**

*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.*

<i>Brady Hopkins</i>	<i>BMH20B</i>	<i>GitHub ID:bradymh</i>
<i>Kristen McGrath</i>	<i>KNM21A</i>	<i>GitHub ID:mcgrathk21</i>
<i>Cade Guerrero-Miranda</i>	<i>RAG15G</i>	<i>GitHub ID:eyarcade</i>
<i>Daniela Sierra</i>	<i>DS20H</i>	<i>GitHub ID: ds20h</i>

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

*Title: Jurassic Journeys*

*Description: A mobile iOS game where players guide a pixelated T-Rex across a scrolling landscape with a wireless external controller using up/down buttons to avoid obstacles and achieve a high score. Based on Google's own "Dino Game."*

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

*During this increment of the project, the group has started work on a bread board and development of the game. For the hardware, there must be a breadboard created prior to the PCB to ensure a quality product, and so far, the group has gotten led lights to go at a certain pace. The Wi-Fi connector has been ordered and development looks promising. In regard to the game, the sprites for the game have been placed in unity, and code for movements of the dinosaur are currently underway.*

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

*So far there have not been many challenges other than normal trial and error that comes with the development of games and hardware. For the game, there was some difficulty coding movement, and for the hardware it took a little to get the lights to glow, but nothing impossible to overcome.*

#### **5) Team Member Contribution for this increment**

*Brady and Cade worked on the hardware. Kristen and Daniela worked on the software aspect of the project. As of right now, we have just done trial and error and have some things working. Brady and*

*Cade got the prototype controller to turn on and off. Kristen and Daniela were able to make the dinosaur jump up using the space key. Overall, the distribution of work has been pretty equal.*

**6) Plans for the next increment**

*The plan for the next increment is to get the Wi-Fi chip for the controller and get it to work. For the software code, get the game finished and working and have it connected to the Wi-Fi chip.*

**7) Link to video**

*Paste here the link to your video.*

<https://youtu.be/6iud-5nTg5g?feature=shared>