**Progress Report**

**- Increment III -**

**Group #24**

# Team Members

Garett Anderson, ga17, gjanderso

Daniel Brown, djb16b, Dijabuh

Cameron Heffelfinger, cjh17h, cameronheff

Jared Usher, jtu16, Usher-j

1. **Project Title and Description**

Cyber Rush. 2D Platformer Shooter, featuring a futuristic player who fights enemies. They traverse hand-built complex maps and a boss battle, using mechanics, abilities, and a weapon.

1. **Accomplishments and overall project status during this increment**

*In this increment we finished working on a playable map, adding several zones. We also added in a boss enemy at the end of the level. We added a second type of enemy, the turret enemy. We added double jumping and a rolling ability to the player. We added in a high scores screen. We updated the player skins with ones that fit the theme of the game better. We added in sounds for many actions in the game, such as clicking buttons, jumping, and doing attacks to name a few. We added a health bar for the player that ends the game when it reaches 0. We also added in player attacks, both melee and ranged, which can damage enemies and destroy them.*

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

*We added a lot of functionality to the game in a short amount of time. The challenge was keeping classes and objects organized enough to when we added more and more functionality so that all the new features wouldn’t clash with each other.*

*Implementing the SQL table was a little tricky in this increment since we added it into the game loop later in the increment. Just updating player scores and names into the game loop was challenging.*

1. **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:*

* 1. *the* ***progress report****, including the sections they wrote or contributed to*
     1. Garett A, Daniel B, Cameron H, Jared U - All Sections
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
     1. Garett A, Daniel B, Cameron H, Jared U - All Sections
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
     1. Garett A, Daniel B, Cameron H, Jared U - All Sections
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
     1. Garett A - Ship enemy, Player, Settings, Health Bar, Highscores, Gamescreen; Jared U - Settings, Screens,Mobs, Player ; Cameron H - High Scores ; Daniel B - Improving maps, Player rolling,
  5. *the* ***video or presentation***
     1. Garett A, Daniel B, Jared U - All Sections