**Progress Report**

**- Increment 1 -**

**Group #24**

# Team Members

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Daniel Brown, djb16b, Dijabuh

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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**

*The game currently features 4 screens and 2 maps that the user can go through. We have a title screen, with buttons that leads to settings, an about section, quit, and “play game”. We also implemented a way to track the game states (or screen), which is the title screen, about screen, settings screen, quit, and playing game screen. The title screen features custom graphics, buttons and the title image “Cyber Rush” from scratch. It also features two hovering robots on the screen. If you adjust your volume as well you can hear the title screen music. If you look into settings or the about section you’ll see custom buttons for returning to the main menu. In the settings screen we also added volume buttons for the music in the title screen. In the play game screen it features two of the same map, a single player who will fight through maps in the game to advance, as well as a single enemy on the first map.*

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

*- Coming up with gameplay ideas, code structuring, and learning python-particularly pygame*

*- anything that went wrong during this increment*

*- Getting the game to run on multiple platforms (MAC)*

*- Finding game art, along with music and other game resources*

1. **Team Member Contribution for this increment**
   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***
      1. *Garett A, Cameron H, Jared U – All sections, Daniel B - All except diagrams*
   3. *the* ***implementation and testing document***
      1. *Garett A, Daniel B, Cameron H, Jared U – All sections*
   4. *the* ***source code***
      1. *Garett A - Settings, Main, Player, Gamescreen, Maps, Screens, Jared U - Enemies, Framework for Enemy Projectiles, Settings, Screens, Cameron H - Framework for High Scores, integrating High Scores functionality into the main program. Daniel B - Settings, game states, title and button images*
   5. *the* ***video or presentation***
      1. *Garett A - current state/demo, Daniel B - video/sound editing/demo, Cameron H - Beginning audio, Jared U - plans for next increment*
2. **Plans for the next increment**

*We will add collisions between the player and enemies and the maps, more complex map environments, allow the player to attack enemies and vice versa, integrate high scores into the framework, improving player movement through jumping, the ability for the player to die and lose the game, a method to calculate the score, and smoother frame rates. We will also add more music to the game and sound effects based on events in the game. We will also put in more enemies in the next iteration. We will also find or create multiple player sprites to choose from, even if it’s just a different color.*

1. **Link to video**

*Paste here the link to your video (only for increment 1 and 2).*

*https://drive.google.com/open?id=1PneyNGv86\_cGGVxH7M6UHm1xUus-YFYq*