**Progress Report**

**- Increment II -**

**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**

*We have added remappable controls to the settings menu. When you click on a control you can press another key to set that control to that key. Every setting in the settings menu is also saved to a file and read in by the program when you run it so your changes are permanent. You can also reset the settings to their default values. Through the settings screen you can also choose between one of two player sprites, however this requires a restart to take effect. Much of the actual gameplay hasn't changed, aside from the player now being able to jump and enemies now shooting projectiles. However, a lot of backend work has gone into making it so that maps can be loaded from files, which, when complete, will allow us to make larger and more detailed maps. Another thing that is being worked on in the background is collision. There is also now a high score button added to the main menu. This feature is still being worked on, but when it is complete, clicking it will take the player to a high score menu so they can compare their scores to others.*

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

* *One change to the scope of the project is that we may have to have less enemies in the final version of the game*
* *Displaying high scores has been difficult to get running*
* *Getting the game to run on multiple platforms (MAC)*
* *Rewriting the way maps are handled to make it more modular has been a challenge*

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 - Maps, Mobs, Settings, ; Jared U - Settings, Mobs, Player ; Cameron H - High Scores ; Daniel B - Maps, Collision*
   5. *the* ***video or presentation***
      1. *Garett A - Overview/Demo/Recording; Cameron H - Scope Changes/Future Plans Audio; Jared U - State of Project audio;*
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=1rwGvw3ZWlg8vtEmINWh4dWH0FOhHdVjy*](https://drive.google.com/open?id=1rwGvw3ZWlg8vtEmINWh4dWH0FOhHdVjy)