

Progress Report:

Basic description of project you are turning in:

Our project is a 2D side-scrolling game. The game utilizes file manipulation by saving a .txt file with statistics such as the user's lives remaining, current level, and score. The game will update this text file as the user progresses in the game. When the user continues the game, the program will load the .txt file. The user will be able to shoot enemies and interact with objects while exploring their surrounding.

Major Changes:

The functionality of treasure chests and currency as a way to increase points has been removed. Otherwise, there are no other significant changes to the structure of this project.

User Stories, Estimation of difficulty, Estimation of time:

- User Stories (written by Nick, Audrey, Terry, and Garrett)
 - Test_scorewriter.py
 - Test_savereader.py
 - Test_scorereader.py
 - test_savereader.py
- Start menu
 - Estimated Difficulty: Easy
 - Estimated time: 5
- Character movement
 - Estimated Difficulty: Hard
 - Estimated time: 5
- Environment design
 - Estimated Difficulty: Medium
 - Estimated time: 5
- Shooting/Attacking
 - Estimated Difficulty: Hard
 - Estimated time: 5
- Level Transitions
 - Estimated Difficulty: Medium
 - Estimated time: 5
- Sprites
 - Estimated Difficulty: Medium
 - Estimated time: 5
- Music
 - Estimated Difficulty: Easy
 - Estimated time: 5
- Score/ item tracking (File manipulation)
 - Estimated Difficulty: Hard
 - Estimated time: 5

Overall Accomplishments of the Project:

We were able to create a game that tracks and saves the user's progress. The game allows the user to interact with platforms and enemies.

Alterations/changes from release #1 and #2:

We fixed problems in our already existing code. Various aesthetic changes were made to the environment, user's character, and enemies. Music was added as well as sound effects to the user's movement.

Things that were dropped for final release:

Treasure chests and items were not added to the game. A storyline/background/boss is not entirely present and stated but the assets and tile are supposed to insinuate the game takes place in space.

Things that were added for final release:

We were able to remove a life if the player fell off platforms. We are able to pause and save in game to later load a save file in the main menu.

Updated Pair programming chart:

		Names								Expected Time (hours)	Actual Time(hours)
		Audrey	Alyssa	Daniel	Garrett	Grey	Nick	Terry	Tyson		
Tasks Ordered by Priority	Start menu			---					---	5	4
	Character movement					---	---			5	5
	Environment design	---	---						---	5	2
	Shooting/Attacking Enemies					---		---		5	3
	Level Transitions			---	---	---				5	0.25
	Sprites	---	---							5	3
	Music			---				---		5	0.25
	Score/ item tracking (File manipulation)				---					5	3
	pause menu			---	---					5	2
	load/save menu			---	---					5	3.5

Things you learned during this multi-week project:

As a group, we learned how to use pygame to make a 2D side scrolling platform game. We utilized unit testing to better our game and paired programming to problem solve and complete our user stories. We learned the importance of paying attention to detail and using classes to organize our code.

Reflection on how the team functioned during the project:

Our group was eager to work on this project each week. Members of our group worked outside of our regular meetings independently and as small teams to solve problems. We made significant progress for each release and understood each other's roles in this assignment.