

Progress Report

- Increment 1 - Group “Riskier”

1) Team Members

1. Bradley Hodley
 - a. Bmh17b
 - b. SirHodley
2. Michael Styron
 - a. Mts17b
 - b. mstyron
3. Antonio Vidal
 - a. Aa17r
 - b. AntonioArenasVidal
4. Grayson Wagstaff
 - a. Gaw17d
 - b. gwagstaff
5. Wesley Watkins
 - a. Wjw16
 - b. wesleywatkins

2) Project Title and Description

- a. Our game project “Riskier” attempts to improve upon the classic game of Risk. “Riskier” will introduce a command and control strategy game where instead of luck (dice rolls) players will have an attempt at out-strategizing their opponent on the battlefield. The game ends when all players are eliminated or a single player controls the entire board.

3) Accomplishments and overall project status during this increment

- a. In this increment we successfully planned and started building the project. We were able to have 3 total group meetings in which we came up with functional requirements, learned Unity & Git, and planned out work for future increments. At the current moment the proposed scope and functionality is still on track, but we should get a better aspect of what that looks like going into the second increment.

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

- a. Overall, we have only run into issues with getting started with Unity. Because there are so many resources and different ways to do projects in Unity we had to meet to collaborate on those aspects. Once we saw how to share all of that information over the repository and knowledge we were able to overcome that however.

5) Team Member Contribution for this increment

- (a) Bradley Hodley
 - 1. Supplied Information on plans for next increment at meetings
 - 2. Created requirements for main program
 - 3. Collaborated on testing and implementation plan at meetings
 - 4. No source code yet
 - 5. Recorded and Presented during Video
- (b) Michael Styron
 - 1. Supplied Information on plans for next increment at meetings
 - 2. Contributed to requirement ideas at meetings
 - 3. Collaborated on testing and implementation plan at meetings
 - 4. No source code yet
 - 5. Recorded and Presented during Video
- (c) Antonio Vidal
 - 1. Supplied Information on plans for next increment at meetings
 - 2. Contributed to requirement ideas at meetings
 - 3. Collaborated on testing and implementation plan at meetings
 - 4. No source code yet
 - 5. Assisted during creation of video plan at meetings
- (d) Grayson Wagstaff
 - 1. Compiled information at meetings into progress report, put into document
 - 2. Compiled requirements given, put into document
 - 3. Designed testing and implementation plans, compiled into document
 - 4. No source code yet
 - 5. Recorded and Presented during Video
- (e) Wesley Watkins
 - 1. Supplied Information on plans for next increment at meetings
 - 2. Contributed to requirement ideas at meetings
 - 3. Collaborated on testing and implementation plan at meetings
 - 4. No source code yet
 - 5. Assisted during creation of video plan at meetings

6) Plans for the next increment

- a. In this increment we successfully planned and started building the project. In the next increment we plan to have a basic version of the software. The board and fighting aspects will have started implementation. At the end of the next iteration we hope to have a very basic PoC, but due to the complexity and interworking parts, as long as certain “scenes” in Unity are completed (such as Game Board & Fighting Sequence) we should remain on track.

7) Link to video

(1) <https://youtu.be/06ZbD9EPU0w>