Progress Report
- Increment 2 -
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 apon 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.

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3) Accomplishments and overall project status during this increment

a. In this increment we succesfully planned and started building the project. We were able to have **2** total group meetings in which we came up with current progress on the project and what tasks different members needed help on. Wesley also created a prototype for his AI that shows the basic gameplay.

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

   a. Overall, we have run into issues with not being together like normal to discuss ideas and work but we are not too worried as we still are working on different things within the game.

5) Team Member Contribution for this increment
   (a) Bradley Hodley
      1. Started Game Board creations with tile map
      2. Created requirements for main program

3. Collaborated on testing and implementation plan at meetings
4. Led main game board
5. Attended during Video meeting
(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. Work on main menu
5. Attended during Video Meeting
(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. Worked on battle scene and troop interations
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. Worked on scene transition and options
5. Recorded and Attended during Video meeting
(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. Created protoype of game and basic gameAI to show capabilities.
5. Attended video meeting

6) Plans for the next increment

a. In this increment we succesfully started building the project. In the next increment we plan to finish some the game, however we may have to change how to implement some ideas as video communication limits how we learn and develop in different areas. We are confident to be done by the deadline however.