**Progress Report**

**- Increment 3 -**

**Group “Riskier”**

# Team Members

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  5. Wesley Watkins
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1. **Project Title and Description**

“Riskier” is our take on an improved version of the classic game Risk. “Riskier” introduces command and control elements where instead of outcomes being dictated by the luck of the dice, players will instead be able to out-think and out-strategize their opponents on the battlefield. Players will take turns placing and moving their own soldiers on the board, followed by turned-based strategic combat should any forces come into conflict. The game ends when all players are eliminated, or a single player controls the entire board.

1. **Accomplishments and overall project status during this increment**

Our project has successfully come to a close with this final iteration. While we did run into a bit of a snag with Unity (see below), we were able to transition over to a new platform and quickly make up any lost ground while doing so. Riskier is in a state where it can be considered a playable game, complete with all of the core functions laid out during our planning phase. As a group, we were able to overcome any difficulties that had arisen as a result of covid-19 and the subsequent transition to online courses. We were able to deliver a completed project on time, albeit without all of the extra bells and whistles as outlined in our previous “stretch” requirements.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**
2. COVID-19 and the subsequent transition to online classes
   1. This was a major setback as it had drastic effects on our long-term plans for the project. Prior to spring break, uncertainty about the near future hampered our ability to effectively plan out what should be done and when. In-person meetings were our go-to, as they were simple to set up and effective at delegating jobs as well as motivating us to make progress on the project. Because we were no longer allowed back on campus, we had to find alternatives to face-to-face meetings. Various personal issues as a result of the pandemic also made progress difficult to achieve at times.
3. Transition from Unity to pygames (python)
   1. During this iteration we realized that we weren’t able to deliver a full, finalized game on time while using Unity. This was mainly due to lack of knowledge of and experience with the Unity engine. As such, development became sluggish. Concurrently with our Unity development, our member Wesley Watkins created a python prototype similar to out proposed game to use as a training ground for our AI. Originally, the AI was to learn from playing this prototype before we moved it over to our would-be Unity game. Seeing more potential in the prototype, we made the decision to abandon Unity in favor of building upon and improving the prototype. Because of this late decision, we had limited time to continue development on the project before the iteration deadline. However, the presence of a basic framework from which to work on did aid in mitigating this setback.
4. **Team Member Contribution for this increment**
   1. Bradley Hodson
   2. Michael Styron
   3. Antonio Vidal
   4. Grayson Wagstaff
   5. Wesley Watkins
5. **Plans for the next increment**

Seeing as this is the final increment, we have no further plans for any future increments.

1. **Link to video**

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