**Progress Report**

**- Increment 3 -**

**Group #4 – Retro Arcade**

# Team Members

|  |  |  |
| --- | --- | --- |
| **Name** | **FSU ID** | **GitHub ID** |
| Michael Tafuri | Mat12j | mfuri |
| Mackenzie Paul | mcp16t | mackenzie-paul |
| Andrew Lindsay | abl14b | 11drew12314 |
| Seth Polen | scp17d | scp17d |
| Joseph Bellissimo | jsb18e | JosephBellissimo |

1. **Project Title and Description**

Retro Arcade

For our project, we have decided to implement a retro-style arcade that has around 4 games. These games include unique renditions of Flappy Bird, Snake, Space Invaders, and Pong. The user will be prompted to create an account that will keep track of their scores as they play the various games included. Users will be able to see the highest scores from other users for each game.

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

During this increment, we completed the entire project. This included creating, designing, and implementing all of the features of the Retro Arcade GUI. User registration/login and highscores were completed. We also added some features such as a start page to Pong that includes an exit key and completed both Pong and Snake.

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

Throughout the entirety of this project, the most difficult challenge has been finding time to meet when we are all available. When the games were completed and we were working on the GUI together, there was slight miscommunication with who was working on the file and when, but luckily Git has the merge feature so this solved this issue. There were few changes during this increment. Principally, we decided to ditch Flask / using webpages for login, highscores, etc. and instead integrated it into PySimpleGui Pong itself had a small error that took longer than expected to find and fix, busy schedules also prolonged the time to find it.

1. **Team Member Contribution for this increment**

Michael Tafuri

1. Progress Report: 4
2. RD Document: 1, 2, 3, 5
3. IT Document: 1, 2, 3, 4
4. Source Code: Added return statements to Flappy Bird and Space Invaders to retrieve highest score based off of current runs. Fixed some issues in games where they would run lagging on some systems.
5. Video: A, introduction of project

Mackenzie Paul

1. Progress Report: contributed to 3, 4, 5, 6
2. RD Document: Edited 2 and 3; completed 4; Updated 6
3. IT Document: Contributed to 3
4. Source Code: Implemented the skeleton of the GUI, including design, windows, and popups; fixed various bugs in space\_invaders.py, flappy\_bird.py, pygamepong.py, and snake.py
5. Video: Demo of the project, edited the video

Andrew Lindsay

a. Progress Report: 3, 4, 5,

b. RD: 2, 3, 5

c. IT: 2, 3, 4, 5

d. Source Code:

Player class inside of Sample.py (main driver), updated database with dummy data,

various functions, AES encryption, et al.

e. Video: I am going to cover the element ‘d.’ of the video (changes in plans).

Seth Polen

a. Progress Report: contributed to 3, 4, 5, and 6

b. RD:

c. IT:

d. Source Code: pygamepong.py, small spots in the GUI before Mackenzie and others took over

e. Video: I am going to cover more specifically what we accomplished this increment

Joe Bellissimo

1. Progress Report: 2
2. RD Document:
3. IT: 5
4. Source Code: Tweaked and revised sections in snake.py that caused lag on my mac. Added sounds, music and other small features to the game.
5. Video: None – Normally I make the video on what our objectives are for the next iteration, but there is no next iteration.
6. **Link to video**

[*Retro Arcade Final Demo*](https://youtu.be/fY9wLwEULL8)