**Progress Report**

**- Increment 1 -**

**Group #4 Retro Arcade**

*Please use this template to describe your progress on the group project in the latest increment. Please do not change the font, font size, margins or line spacing. All the text in italic should be removed from your final submission.*

# 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. 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 accomplished a general breakdown of workload distribution for the project while deciding on which 5 games we were going to implement. The only challenge, a small one, we faced was getting a weekly meeting time set up to allow us to go over what we have accomplished, some challenges, and what needs to happen over the next week. For this first increment, Seth will be handling the GUI and one of the games: pong. Mackenzie and Michael are teaming up to work on a Flappy bird style game, Andrew will be getting started on implementing the high scores for each game and Joe will be getting started on the game, Snake.

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

*Please describe here in detail:*

*- anything that was challenging during this increment and how you dealt with the challenges*

*- any changes that occurred in the initial plan you had for the project or its scope. Describe the reasons for the changes.*

*- anything that went wrong during this increment*

Challenges:

* Getting all teammates together for a meeting because of our busy schedules.
* Working remotely is something many of us are not used to.

Changes in Plans:

* We changed the amount of games we set to complete by the end of our project and decided to work on them with pair programming as to make better games. We changed it from around 8 to 4 and we will scale up as needed.

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

*Please list each individual member and their contributions to* ***each of the deliverables in this increment*** *(be as detailed as possible). In other words, describe the contribution of each team member to:*

Mackenzie Paul

1. For the progress report, I worked on the project description (2) and the challenges/change in plans(4)
2. For the RD Document, I created the Use Case Diagram. (4)
3. For the ID Document, I stated we did not perform any functional or non-functional testing for (3) and (4).
4. I implemented the libraries, created the Player class, and implemented the running while loop that keeps the game running for the flappy\_bird.py source code.
5. TBD

Michael Tafuri

* 1. Contributed to section 6
  2. Contributed on sections 1, 2, and 3
  3. Contributed on sections 1 and 2
  4. Contributed to flappy-bird source code, helped get the background and flappy bird on screen within their respective classes

Team Members

* 1. *the* ***progress report****, including the sections they wrote or contributed to*
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
  5. *the* ***video or presentation***

1. **Plans for the next increment**

For the Flappy-Bird game, the next increment we plan on adding physics as well as enemies (pipes) into the game. We will also add sounds to enhance the user experience. Once Flappy Bird is complete, we will move onto a Space Invaders or Tetris.

*If this report if for the first or second increment, describe what are you planning to achieve in the next increment.*

1. **Link to video**

*Paste here the link to your video.*