**Progress Report**

**- Increment 1 -**

**Group #4 Retro Arcade**

# Team Members

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| --- | --- | --- |
| **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 5 games. These games include unique renditions of Flappy Bird, Snake, Space Invaders, Jet Fighter, 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 has begun implementing the high scores for Pong and maintaining the 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**

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**

Mackenzie Paul

* 1. Contributed to section 1, completed section 2 and 4
  2. Created the case diagram for section 5, completed section 6 and section 7
  3. Contributed to section 1 and 2.
  4. Contributed to the flappy bird implementation, implemented the libraries, created the Player class, and implemented the running while loop that keeps the game running until the player quits.
  5. Completed part c of video requirements, by demoing flappy\_bird.py.

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
  5. Contributed to the general overview of project section of video

Seth Polen

* 1. Wrote section 3 and contributed to section 4.
  2. Contributed on section 2
  3. Contributed to section 1
  4. Wrote the pong source code, getting ground work up for the GUI

Joe Bellissimo

* 1. Contributed to section 6
  2. None written.
  3. Contributed to section 1.
  4. Writing the source code for the Snake game source code, as well as matching the code with needed libraries and setting it up for future GUI integration.

Andrew Lindsay

* 1. Progress Report: contributed to section 2, 4, 6
  2. RD: contributed to sections 1-3
  3. IT: contributed to sections 1-2
  4. Source Code:
  5. creation of ‘templates’ folder with *index.html* file for use with Flask library for high scores.
  6. *retro-arcade.db* file (rudimentary schema for Pong).
  7. *highscores.py* (connect to flask server)
  8. Video: I am going to cover the element ‘d.’ of the video (changes in plans)

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.

For the Pong game, get it finished and settle on a what will be the high score for the game. Sounds will be implemented when the user gets a point and loses a point. Dividing time between this and the GUI.

For the GUI, we plan to have a more robust draft of it set up and running to allow for further enhancements in the future. We plan to add primary games and add more as time allows.

For the High scores/Leaderboard: the *index.html* page will have a functional link to another HTML page (filename TBD) to view Pong leaderboard. Consequently, there will also be the beginning of a crude implementation of CRUD for (at least) Pong in Python. The database is intended to end up normalized in third normal form (3NF) but normalization is not feasible until all schema exist and testing has begun.

1. **Link to video**

[*Increment One Video*](https://youtu.be/NH_TvqEsqW0)