**Progress Report**

**- Increment 2 -**

**Group #32**

*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

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1. **Project Title and Description**

Undead Alliance

A wave-based co-op top down 2D survival shooter with RPG elements

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

We have added a new well-developed map. We also added a reloading implementation for the guns where the magazine size reload depends on the guns/type of bullets. We also have basic inventory system down with picking up and dropping guns in the game. We added a cross hair that follows the curser for when aiming the gun. We added new gun audio for different types of guns. Also added a basic leveling up system based on rounds survived. We have almost all features added the game but we need to clean up on some of the mechanics to ensure fluid gameplay.

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

Implementing a co-op feature to play with multiple users became too tricky especially for our timeline so we decided to shift to a single player game and focus on making the features of the game sharper including a nicer map, more weapons, and a better wave-based level system. During working on the reloading feature, having to keep track of the ammo of each gun even after unequipping the weapon was difficult since the reload code is in the shooting script not the weapon script. To work around it was to add ammo counts to the weapon script and alter it from the shooting script. When implementing the gun pickup and drop system, we have had trouble with picking up weapons, as well as switching weapons in the inventory. In order to work around this, we are rewriting the inventory scripts that handle this and making it much more concise and clear, along with many debug issues to help get to the root of this issue. When implementing the leveling system, there was trouble getting the UI to update properly in certain cases. To work around this, we implemented custom scripts to use instead of the basic unity ones, which allowed for more control and customization over the UI. When creating the new map, a bug happened when moving around that would cause the camera to move when not wanted to and also issues with getting the cursor to show up as a crosshair. These bugs are still under work With the zombie spawning and assets, there was a struggle to find a top-down version of a zombie sprite but one was found. There was also an issue of not being able to spawn the zombies outside of the player’s view but changes to the script allowed it to happen. There is currently an issue of no animations for the zombies because the sprite did not come with one.

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:*

* 1. We all contributed to the progress report over a voice call adding what each person has done and brainstormed, Derrick wrote the stakeholder communication email, video, and challenges section on this document. Jacob wrote the accomplishments, plans, and contributions for this document.
  2. We all took part in the RD document by going through it together and editing each others paragraphs and adding ideas in a voice call. Each of us all did at least one paragraph in the document, and contributed to each others.
  3. Same as before, we all worked together over a voice call and added all of our own ideas into each of the paragraphs.

Merrick added an inventory system with picking up and dropping guns in the game.

Jacob wrote the Zombie AI spawn mechanics, zombie assets, and zombie functionality.

Derek worked on the feature of reloading weapons in the game and the logic behind that.

Isaac added the leveling up system.

Dillion worked on gun sounds, developed a new map, and a cross hair for the user.

1. **Plans for the next increment**

By the next increment we should add wave mechanic, skill tree, and armor mechanics where the longer you survive the more health you get. We need to finish with all the gun sounds, zombie sounds, zombie death, and connecting to when a zombie is shot their health decreases. We also need to clean up on basics mechanics we have just added to ensure clean gameplay.

1. **Stakeholder Communication**

Good evening stakeholders,

As of right now the Undead Alliance project has a functioning home title screen and a functioning main game screen. The main game screen includes the player with his default weapon. The player is able to move, rotate to aim, and fire their weapon. The map has been created and added to the main game screen as well. We also have functioning zombie enemies that can spawn but we have not yet added them to the main game screen. Additional features include the inventory system that allows the player to drop and pick up new guns and a reloading feature for when a weapon runs out of ammo. Unfortunately, the timeline that we have to finish the game for launch is too tight to have the multiplayer function so we are only going to produce it for single player capability. We are working to soon have the waves of enemy zombies spawn in which is our next big goal.

Thank you, Undead Alliance Development Team

1. **Link to video**

[**https://youtu.be/0lxGApaIAcw**](https://youtu.be/0lxGApaIAcw)