**Progress Report**

**- Increment 1 -**

**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

Name fsuid GitHub

Merrick Moncure mwm21c merrick1412

Jacob Carbrera jtc21c jacobcabrera36718

Isaac McDowell iwm21 merleezy

Derek Toledo ddt20a DerekToledo

Dillon Mann dlm21c dillonMann21

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 a basic test level with very basic mechanics implemented. It is very much in the beginning phase but we have laid a good foundation that can allow progress to start being made much faster.

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

We decided to go against a level based approach and instead are going for a wave based survival approach.

We have decided to do this because we believe our time will be much better spent on making interesting game mechanics versus spending a large amount of time designing game levels. In the end we believe this will make for a much more fun game. Laying the foundation was much more difficult than anticipated and we underestimated how much time it would take to learn the unity engine, but progress is coming a lot faster now as we get more familiar. In particular, getting the player movement to work with the gun aiming was difficult, as they broke each other and had to be designed from the ground up, along with unresolved issues like bullet collision with the map.

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:*

We all contributed to the progress report over a voice call, Jacob wrote the stakeholder communication while the rest of us all helped write the other paragraphs.

* 1. 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.
  2. Same as before, we all worked together over a voice call and added all of our own ideas into each of the paragraphs.

Merrick designed the test level, the player movement and aiming, the gun and its shooting scripts, along with UI and health systems.

Jacob wrote an enemy that chases the main player around the map

Derek designed a main menu for the game that will include multiplayer lobbies and settings later

* 1. *the* ***video or presentation***

1. **Plans for the next increment**

By next increment we should have a working inventory, co op, enemy spawning, ui, sound, improved map, XP system, enemy variety

1. **Stakeholder Communication**

Dear Stakeholders,  
  
I hope this message finds you well. I wanted to provide an update on the progress of our CO-OP zombie survival game and share insights into our current status and next steps.  
  
Key Progress Highlights:  
Zombie Mechanics: We have successfully implemented core zombie mechanics. These include movement, detection, health, damage intake, damage output, spawn patterns and attack patterns.  
  
Player Mechanics: We have successfully implemented movement and interaction systems. This includes walking, camera, health system, shooting, test level and aiming, providing a smooth and responsive experience for users.  
  
Gun Mechanics: We have developed a functional weapon system. Players can now equip a weapon and shoot bullets.  
  
Testing Map: Uploaded new testers and sprites and allow us to test out newly developed features.  
  
Main Menu (Work in Progress): We've begun designing the main menu for the game, though it is still in its early stages. It currently links to another option screen and allows players to start the game.  
  
Upcoming Work:  
In the coming weeks, we plan to refine and polish the existing mechanics while expanding the testing map to incorporate more detailed environments. We also plan on adding an inventory for users, creating a spawn system, incorporating the test level into the main map, cleaning up the lobby main menu, starting testing co-op portions, incorporating sound, and adding an xp system.    
  
Current Challenges:  
As with any complex project, we’ve encountered a few obstacles. Our focus on ensuring smooth and seamless player movement across various in-game scenarios has required additional attention, as we want to maintain the fluidity and responsiveness essential for an engaging user experience. Similarly, balancing the zombie AI to behave unpredictably yet consistently is proving to be a challenging yet rewarding task. These challenges are typical in game development and reflect the iterative process of refining mechanics to create a high-quality product.  
  
Thank you for your continued support and engagement. Please feel free to reach out if you have any questions or need further details.  
  
Best regards,  
Undead Alliance Software Engineering Team

1. **Link to video**