Progress Report

- Increment 3 -

Group #6

1) Team Members
Riley Arunakul – rla20br – RileyArunakul
Gabriella Estevez – gme19c – Gabri-ella-1
Braden Ford – bf21e – BFord99
Kevin Foughty – KDF20 – metalBread33
Mattan Pelah – mp20j – mjpelah

2) Project Title and Description
Viking Game
Our game is a simple 2D platformer consisting of 2 levels built with the Unity game engine. This game will have roguelike elements as well as basic features such as movement, options, and a main menu. The gameplay consists of wisp enemies that force you to restart the level. The goal is to reach the end of the game as quickly as possible with as many points possible.

3) Accomplishments and overall project status during this increment
As this is our final increment we worked on connecting all of our game elements in their own levels and creating engaging game play. We worked on having a more cohesive theme for our project and fixed the movement of our enemies and main character. We also added incentives such as coins and a timer for our levels.

4) Challenges, changes in the plan and scope of the project and things that went wrong during this increment
Compared to the first vision of our project we definitely had to downscale to something more doable in the time we had available. Originally our game play was going to be based more on fighting but now it has settled on puzzle solving and is time based. We had many issues with player movement and a small bug with our enemies that we had to fix for this increment.

5) Team Member Contribution for this increment
Riley Arunakul - Worked on enemies and character death
Gabriella Estevez - Fixed movement, documentation
Braden Ford - Decorated levels, game over screen, designed first level, moving background, and a ton of bug fixes
Kevin Foughty - Added all sounds, finished audio manager, finished main menu
Mattan Pelah - Designed the second (or fifth level) and two others but didn't get around to finishing them

6) Plans for the next increment

This is our final increment so we have no more plans for our project, but this experience has enhanced our ability to work on a team, learn time management, and how to use Unity in a real world scenario.

7) Link to video

https://www.youtube.com/watch?v=eONaKQon4A8